TAKE YOUR GAME FURTHER BRADYGAMES



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This game has received the following rating from



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM







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The Light Returns

he story begins with a strange incident in the Fortress City of Shildia. An Elven woman named Elwyn comes upon a strange young man who has washed up by the shore. Tired and wounded, he barely clings to life, yet he clutches fervently at a set of rings. Knowing that there is a highly intelligent and skilled doctor in town, Elwyn helps the stranger to a nearby inn and calls for Doctor Pios. At this point in time, dark forces are aligning against the city of Shildia, and the young man joins ranks with a group of heroes that are sworn to protect the land. You control these heroes, and the power of the mysterious rings is at your disposal. Though the battles ahead are likely to be fierce, there is nothing that cannot be overcome through perseverance and will.

Shining Tears is a strategy/action game where you control two characters and guide them through large-scale battles against many foes. There are nine possible characters to take into combat, and each of these has unique powers and styles of play. This strategy guide covers the heroes and enemies of the game in considerable depth, listing stats and strategies for building your party and defeating both Normal and Advanced game modes. Extended areas of the game, such as the Tower of Heaven, are also covered, so that players can find all of the hidden items and reach the greatest levels of power. Whether you thirst for item tables, crafting information, or tactics for the next mission, this is the place for you to find what you seek.



The Forces of Goodness

Shining Tears is all about the pairing of two characters and how their abilities combine to defeat waves of deadly opponents. You are only able to use two people simultaneously, so the way you develop each character is tremendously important (and is influenced by the characters you pair them with). This chapter looks through the nine playable characters in the game and discusses their skills, interactions, background, and equipment.

XION (MAGE KNIGHT)

Xion is often the primary character in Shining Tears. At later points in the game, you are free to choose any two characters while reviewing past battles, but all of the game's primary engagements have Xion at the lead. Luckily, Xion is an exciting character to play, with powerful offensive and defensive melee Skills. Players who thrive on close skirmishes with the enemy are especially happy when using Xion, since he gets right into the thick of things when using his best powers.

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BIOGRAPHY

Xion has trained with physical swordsmanship and magic. Although much of his past is shrouded in mystery, it is clear that Xion comes from a line of warriors with incredible heart and prowess.

EQUIPMENT

Xion doesn't have unique equipment. In terms of stats, it is often easier to use Dark Xion and lean toward melee-based damage. This is aided by raising more Strength, Constitution, and some Agility. Avoid helms that require Intelligence. Look into the heavier gear, such as the Horned Helm and Chain Mail. These are the style of items to shoot for, stat-wise.

STRATEGIES AND **TACTICS**

Xion is a well-balanced character because he has offensive and defensive Skills. He also benefits from being able to handle groups of foes and bosses with equal prowess. This is entirely fitting since he is the most commonly used character in the game (being the protagonist).

Use Thousand Thrusts to damage small pockets and bring down bosses; Xion also has Gravity Slash to push away and damage large squads of troops. Invest in Thousand Thrust early on, with lesser points put into his Auto Skills. Then, work on Gravity Slash and go back to heavy Auto Skill investments later.





SKILLS

GUARD

STATS: LOCK ABILITY

Xion's Defense is increased when he uses his Lock Ability. This is useful in times when he is partnered with allies who may need time to finish their own actions while Xion distracts enemies. Ryuna can be blocked while she is healing or setting up a Link Skill; more aggressive characters may need time to get to the flank. The ideal situation here is for Xion to tear into an enemy group with a powerful attack of his own (a fully charged Thousand Thrust, perhaps), then to Guard if the enemies are still numerous while his partner moves in for a followup attack.

THOUSAND THRUST

| STATS: | SINGLE SI | KILL | Name of | | |
|-------------|------------|------|---------|-----------|-----|
| SKILL LEVEL | MAX CHARGE | SP | ATK | # OF ATKS | ACC |
| 1 | 1 | 5 | +10 | 4 | 8 |
| 2 | 1 | 6 | +16 | 4 | 8 |
| 3 | 2 | 7 | +17 | 6 | 9 |
| 4 | 2 | 8 | +22 | 6 | 9 |
| 5 | 2 | 9 | +27 | 6 | 9 |
| 6 | 3 | 10 | +28 | 8 | 10 |
| 7 | 3 | 11 | +32 | 8 | 10 |
| 8 | 3 | 12 | +36 | 8 | 10 |
| 9 | 3 | 13 | +40 | 8 | 10 |
| 10 | 4 | 14 | +41 | 10 | 11 |

Thousand Thrust is extremely powerful against clusters of enemies and bosses. One of the better abilities in terms of combat flexibility, it's rare to see someone who doesn't train Xion in this. Added Charge levels extend the number of thrusts in the attack, making this a beauty for damage and extending chains. For squads of troops, the key is to rush in and get an attack toward the center of the group (hitting as many targets as possible and pushing them away to prevent reprisals). Versus bosses, Xion is best positioned to their flank or back, charging the attack while the boss dedicates to a failed strike of their own; when this fails, Xion unleashes the full fury of Thousand Thrusts upon them!

THUNDER BLADE

| | SINGLE SI | The same of the sa | | | 4 00000 |
|-------------|------------|--|------|-------|---------|
| SKILL LEVEL | MAX CHARGE | | ATK | RANGE | ACC |
| 1 | 1 | 5 | +65 | 8 | 8 |
| 2 | 1 | 5 | +74 | 8 | 8 |
| 3 | 2 | 6 | +80 | 16 | 9 |
| 4 | 2 | 6 | +86 | 16 | 9 |
| 5 | 2 | 6 | +92 | 16 | 9 |
| 6 | 3 | 7 | +97 | 24 | 10 |
| . 7 | 3 | 7 | +102 | 24 | 10 |
| 8 | 3 | 7 | +107 | 24 | 10 |
| 9 | 3 | 7 | +112 | 24 | 10 |
| 10 | 4 | 8 | +116 | 32 | 11 |

Thunder Blade is not as ubiquitous as Thousand Thrust, but it can be useful against enemies who are weak versus Lightning power. This forward-facing attack gains a Knockback property when used by a Dark-aligned Xion.

SPARK

| STATS: | SINGLE SI | KILL | | |
|-------------|------------|------|------|-------------|
| SKILL LEVEL | MAX CHARGE | | MAG | MAX TARGETS |
| 1 | 1 | 5 | +85 | 3 |
| 2 | 1 | 5 | +97 | 3 |
| 3 | 2 | 6 | +106 | 4 |
| 4 | 2 | 6 | +115 | 4 |
| 5 | 2 | 6 | +124 | 4 |
| 6 | 3 | 7 | +132 | 5 |
| 7 | 3 | 7 | +140 | 5 |
| 8 | 3 | 7 | +148 | 5 |
| 9 | 3 | 7 | +156 | 5 |
| 10 | 4 | 8 | +163 | 6 |

Spark calls down Lightning over the nearby area. Less directed than Thunder Blade, it is easier to use this ability when fighting squads that are trying to surround Xion. Enemies hit by Spark have a chance of being affected by Paralysis. Because this is a Magic-based ability, a Light Xion is going to be more productive with it; also, having a higher Intelligence is going to make a sizable difference as well, so Dark Xion has more trouble getting the most out of Spark.

GRAVITY SLASH

| SINGLE SI | KILL | | | |
|------------|------------------------------------|--|--|--|
| MAX CHARGE | | ATK | RANGE | RADIUS |
| 1 | 4 | +105 | 112 | 80 |
| 1 | 4 | +115 | 112 | 80 |
| 2 | 5 | +122 | 120 | 84 |
| 2 | 5 | +129 | 120 | 84 |
| 2 | 5 | +136 | 120 | 84 |
| 3 | 6 | +142 | 128 | 88 |
| 3 | 6 | +148 | 128 | 88 |
| 3 | 6 | +154 | 128 | 88 |
| 3 | 6 | +160 | 128 | 88 |
| 4 | 7 | +165 | 136 | 92 |
| | MAX CHARGE 1 1 2 2 3 3 3 3 | 1 4 1 4 2 5 2 5 2 5 2 5 3 6 3 6 3 6 3 6 | MAX CHARGE SP ATK 1 4 +105 1 4 +115 2 5 +122 2 5 +129 2 5 +136 3 6 +142 3 6 +148 3 6 +154 3 6 +160 | MAX CHARGE SP ATK RANGE 1 4 +105 112 1 4 +115 112 2 5 +122 120 2 5 +129 120 2 5 +136 120 3 6 +142 128 3 6 +148 128 3 6 +154 128 3 6 +160 128 |

Gravity Slash is extremely useful for hitting large groups of enemies. Xion can charge into the center of a group (perhaps doing so by launching a Thousand Thrust attack), then prepare quickly for using a Gravity Slash to Paralyze and damage all those around him. Though appearing magical, Gravity Slash is a physical attack, so enemies with high resistance to elemental attacks are fully struck by it.

DEFENSE UP

| STATS: AU | AUTO SKILL | | | | |
|-------------|------------|------|--|--|--|
| SKILL LEVEL | DEF BONUS | | | | |
| 1 | 5 | | | | |
| 2 | 8 | | | | |
| 3 | 11 | E211 | | | |
| 4 | 13 | | | | |
| 5 | 15 | | | | |
| 6 | 17 | | | | |
| 1 | 19 | | | | |
| 8 | 21 | | | | |
| 9 | 23 | | | | |
| 10 | 25 | | | | |

The early levels of this Skill are quite powerful, especially in the initial parts of the game. Yet, diminishing returns kick in quite early, making it unprofitable to take Defense Up too high until much later on in Xion's career.

ACCURACY UP

CTATE, AUTO CHILL

| 21412; F | UTU SKILL | | | | |
|-------------|---------------------|--|--|--|--|
| SKILL LEVEL | PARTY ACC BONUS (%) | | | | |
| 1 | 3 | | | | |
| 2 | 5 | | | | |
| 3 | 7 | | | | |
| 4 | 8 | | | | |
| 5 | 9 | | | | |
| 6 | 10 | | | | |
| 7 | 11 | | | | |
| 8 | 12 | | | | |
| 9 | 13 | | | | |
| 10 | 14 | | | | |
| | | | | | |

As with Defense Up, this Auto Skill is useful to take for a few ranks, as it improves Xion's Accuracy by a fair margin. One huge perk that pushes this Skill into the forefront early on is that it aids both Xion and his current partner, so it's even better when taken if you use two melee characters.

EVASION UP

| The second secon | STATS: AUTO SKILL | | | | |
|--|---------------------|--|--|--|--|
| SKILL LEVEL | PARTY EVA BONUS (%) | | | | |
| 1 | 3 | | | | |
| 2 | 5 | | | | |
| 3 | 7 | | | | |
| 4 | 8 | | | | |
| 5 | 9 | | | | |
| 6 | 10 | | | | |
| 7 | 11 | | | | |
| 8 | 12 | | | | |
| 9 | 13 | | | | |
| 10 | 14 | | | | |

Continuing Xion's trend of great early Skills, Evasion Up augments his survivability beyond what Defense Up provides. An early regimen of Thousand Thrust, Accuracy, Evasion, and Defense are extremely solid for pushing Xion through the Normal Mode of Shining Tears. This is a second Skill that helps both Xion and his partner. If Xion is often paired with a mobile fighter (e.g., Volg and Mao), Evasion Up is positively splendid.

RESIST THUNDER

| COLOI | EDIDI TITOTADEK | | | | | |
|-------------|-------------------------------|--|--|--|--|--|
| STATS: A | STATS: AUTO SKILL | | | | | |
| SKILL LEVEL | BONUS TO LIGHTNING RESISTANCE | | | | | |
| 1 | 1 | | | | | |
| 2 | 13 | | | | | |
| 3 | 19 | | | | | |
| 4 | 24 | | | | | |
| 5 | 29 | | | | | |
| 6 | 34 | | | | | |
| 7 | 38 | | | | | |
| 8 | 42 | | | | | |
| 9 | 46 | | | | | |
| 10 | 50 | | | | | |

This is one of the peripheral Skills that Xion should take later on, though it won't make a difference in many Normal Mode battles. Still, having a few ranks in this Skill can make a huge difference when facing Lightning casters. In the Tower of Heaven, any resistance boost is a great thing.

CHAIN POWER

| SKILL LEVEL | ATK BONUS BY CHAIN (%) | MAX EFFECTIVE CHAIN |
|-------------|------------------------|---------------------|
| 1 | 75 | 16 |
| 2 | 81 | 24 |
| 3 | 87 | 32 |
| 4 | 92 | 39 |
| 5 | 97 | 46 |
| 6 | 102 | 53 |
| 7 | 106 | 59 |
| 8 | 110 | 65 |
| 9 | 114 | 71 |
| 10 | 118 | 77 |

Chain Power adds to Xion's damage as his Chain Count rises. The effect is this is quite dramatic, and it is almost essential to improve Chain Power from time to time as Xion increases in level. Once this Auto Skill is up to a decent rank, rely on it as often as possible; use extremely fast attacks against large groups to keep your Chain value high. The difference in damage is enough to shorten missions most noticeably.

SYNCHRONIZE

| STAT | S: AUTO SKIL | L |
|-------------|------------------------|---------------------|
| SKILL LEVEL | ATK BONUS BY CHAIN (%) | MAX EFFECTIVE CHAIN |
| 1 | 30 | 22 |
| 2 | 34 | 34 |
| 3 | 38 | 46 |
| 4 | 41 | 56 |
| 5 | 44 | 62 |
| 6 | 47 | 72 |
| 7 | 49 | 80 |
| 8 | 51 | 88 |
| 9 | 53 | 96 |
| 10 | 55 | 104 |

Much like Chain Power, this Skill adds to damage when the Chain Count rises. Synchronize adds less to damage in melee, but it has two major advantages. For one, it is cumulative with Chain Power, so there is no harm in choosing this as well. The other huge benefit is that Synchronize affects BOTH characters. If you pair with another melee class, Synchronize becomes even more important. Two-player mode takes the best advantage of this, as human players are able to keep their Chain value higher than the AI.

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ELWYN

Elwyn is an archer who is best in a support position, protected by Xion or another frontline character. Battles that have a number of fast enemies and flying troops are the ultimate realm of this lovely young Elf, who does extra damage against flying creatures and has no trouble eradicating enemies who try to pull back. In addition, Elwyn has the power to Charm enemies—disrupting their ranks and causing damage in the process—and to aid the party's rate of critical hits. Players who wish to pull enemies back to them and have the frontliners mop up would be quite happy with Elwyn as a partner.

BIOGRAPHY

Elwyn is an Elf who lives in the Forest of Spirits, found just south of Shildia. Although a bit obsessed with money, Elwyn has a fine sense of compassion and friendship, and she is well loved by the people of her community.

EQUIPMENT

Elwyn does have some equipment that is specific to her or is otherwise limited. The most notable of these are the Elven items that appear early on in the game. Elven equipment is easy for her to use and fits her attributes well anyway, since she is a balanced character with higher Agility. You won't need to alter your play strategy to use any of these pieces. After a few levels, the Royal Gown is a fair armor piece to use, as its stats are quite good for such simple requirements.

As an archer, the most important thing Elwyn can do is deal damage, and backline characters of this sort need a high output more than they need heavier gear. Watch the charts and upgrade Elwyn's bows at every opportunity. It's also worth spending the extra money and materials to get her bonus damage on top of that!

For accessories, look for the Penetration Bracelet or one of the items that adds damage/attack speed.

STRATEGIES AND TACTICS

Played well, Elwyn stays behind the primary character and deals all of her damage from relative safety. This means she is able to focus more on offense than defense. Raise her Strength to help with her physical Skills and keep the rest of her attributes only high enough to match desirable armor.

Although other charters often try to pincer enemies, with Xion on one side and them on the other, Elwyn is different. Many of her best attacks are done with her partner in front of her, between her position and the enemy squad. This makes it much easier to defend Elwyn during even some of the heaviest fighting.

Most Link Skills that Elwyn uses take some time when compared to her fast and deadly Single Skills. It's usually easier to stick with these lighter attacks when dealing with squads in the normal levels. Only for bosses and specific circumstances should Elwyn break out the special attacks. This frees many points during level-ups to master Auto Skills quickly, thus aiding her Penetration and Criticals by a fair margin.

SKILLS

WILD SHOT

STATS: LOCK ABILITY

Elwyn's Lock Ability is to stand in place and loose arrow after arrow at the creatures around her. It's the perfect match for a backline archer and is useful when she isn't trying to use her Single Skills. Although not quite as fast as tapping the attack button, anyone in active control of Elwyn can leave their fingers on the button to keep firing.

RAPID FIRE

| STATS: SINGLE SKILL | | | | | |
|---------------------|------------|----|-----|-----------|-----|
| SKILL LEVEL | MAX CHARGE | SP | | # OF ATKS | ACC |
| 1 | 1 | 3 | +50 | 2 | 8 |
| 2 | 1 | 4 | +58 | 2 | 8 |
| 3 | 2 | 5 | +62 | 3 | 9 |
| 4 | 2 | 6 | +67 | 3 | 9 |
| 5 | 2 | 7 | +72 | 3 | 9 |
| 6 | 3 | 8 | +75 | 4 | 10 |
| 7 | 3 | 9 | +79 | 4 | 10 |
| 8 | 3 | 10 | +83 | 4 | 10 |
| 9 | 3 | 11 | +87 | 4 | 10 |
| 10 | 4 | 12 | +89 | 5 | 11 |

Rapid Fire is a Strength-based Skill that fires arrows quickly and gives them extra damage at impact. Because this isn't a terribly expensive Single Skill, Elwyn players should use it frequently after lining up key shots. Rapid Fire adds dramatically to Elwyn's damage output, and indeed can surpass many of her slower, Link Skills, especially if her Penetration is high.

DRYAD'S ALLURE

| STATS: SINGLE SKILL | | | | | | |
|---------------------|------------|----|------------|----------------|--|--|
| SKILL LEVEL | MAX CHARGE | SP | CHARM RATE | AREA OF EFFECT | | |
| 1 | 1 | 2 | 50 | 32 | | |
| 2 | 1 | 2 | 60 | 32 | | |
| 3 | 2 | 3 | 68 | 48 | | |
| 4 | 2 | 3 | 75 | 48 | | |
| 5 | 2 | 3 | 81 | 48 | | |
| 6 | 3 | 4 | 86 | 64 | | |
| 7 | 3 | 4 | 90 | 64 | | |
| 8 | 3 | 4 | 94 | 64 | | |
| 9 | 3 | 4 | 97 | 64 | | |
| 10 | 4 | 5 | 100 | 80 | | |

Dryad's Allure is used to Charm enemies at range. Although not a way to deal damage directly, this disrupts enemy forces and turns them against each other, sometimes offering them far more problems than even a deadly strike! This is best used against squads that are mobile and able to break apart well (archers, casters, and airborne targets). This way, you are able to keep the sections of troops that move away from all turning on your back.

MULTISHOT

| STATS. | LINK SKII | | | | |
|-------------|-----------|----|-------|-----------|--------|
| SKILL LEVEL | RANGE | SP | ATK + | ACC + (%) | ARROWS |
| 1 | 250 | 8 | 10 | 10 | 3 |
| 2 | 265 | 9 | 18 | 11 | 3 |
| 3 | 280 | 11 | 24 | 12 | 4 |
| 4 | 295 | 12 | 31 | 13 | 4 |
| 5 | 310 | 13 | 38 | 14 | 4 |
| 6 | 325 | 15 | 43 | 15 | 5 |
| 1 | 340 | 16 | 49 | 16 | 5 |
| 8 | 355 | 17 | 55 | 17 | 5 |
| 9 | 370 | 18 | 61 | 18 | 5 |
| 10 | 385 | 20 | 65 | 19 | 6 |

Multishot has a somewhat higher cost for the damage done, but it doesn't take long to prepare or enact. Taking several ranks and getting up to four or five arrows is quite sufficient if this Link Skill interests you. Pair Multishot with a high Penetration value for maximum impact against full squads of troops.

RETURN ARROW

| STATS: LINK SKILL | | | | | |
|-------------------|-------|----|-------|-----------|--|
| SKILL LEVEL | RANGE | SP | ATK + | ACC + (%) | |
| 1 | 250 | 3 | 180 | 10 | |
| 2 | 265 | 4 | 195 | 11 | |
| 3 | 280 | 5 | 210 | 12 | |
| 4 | 295 | 6 | 224 | 13 | |
| 5 | 310 | 1 | 238 | 14 | |
| 6 | 325 | 8 | 252 | 15 | |
| 7 | 340 | 9 | 265 | 16 | |
| 8 | 355 | 10 | 278 | 17 | |
| 9 | 370 | 11 | 291 | 18 | |
| 10 | 385 | 12 | 304 | 19 | |

Return Arrow leaves Xion and Elwyn exposed for quite a long time. In exchange, this Link Skill often hits many foes in a squad while going past Xion and again during its return trip. The total damage from Return Arrow is thus quite high at a low cost. It's simply a matter of how high your Defense and Hit Points are, because both characters take a beating in the process.



















Elemental Shot is a curious Skill. For a single attack, this Skill does high damage without much of a Skill Point cost, and it can be used ahead of time. The shot travels to Elwyn's partner and circles him or her until a target is found. All of those are potent benefits. Elemental Shot is good to take into boss fights because of this, especially those fights where the boss is only exposed to damage at certain times. For clearing squads, however, Elemental Shot isn't a good choice, since only a single foe bears the brunt of the Skill's fury.

GUARDIAN SUMMON

| SKILL LEVEL | RANGE | | MAG + | SUMMONINGS | CHARM RATE (% |
|-------------|-------|----|-------|------------|---------------|
| 1 | 250 | 35 | 280 | 4 | 60 |
| 2 | 265 | 38 | 300 | 5 | 70 |
| 3 | 280 | 41 | 320 | 6 | 78 |
| 4 | 295 | 44 | 339 | 7 | 85 |
| 5 | 310 | 47 | 358 | 8 | 91 |
| 6 | 325 | 50 | 377 | 9 | 96 |
| 7 | 340 | 53 | 395 | 10 | 100 |
| 8 | 355 | 56 | 413 | 11 | 104 |
| 9 | 370 | 59 | 431 | 12 | 107 |
| 10 | 385 | 62 | 449 | 13 | 110 |

This summon is Intelligence-based, unlike the other Single and Link Skills in Elwyn's repertoire.

This might be a problem, but these Guardians are able to Charm foes, making up for using a secondary attribute in a big way. If a situation becomes too intense, this Skill can turn the tide of battle, even if it isn't meant to be used frequently.

PENETRATION UP

| STATS: AU | STATS: AUTO SKILL | | | |
|-------------|----------------------|--|--|--|
| SKILL LEVEL | PENETRATION RATE (%) | | | |
| 1 | 1 | | | |
| 2 | 11 | | | |
| 3 | 15 | | | |
| 4 | 18 | | | |
| 5 | 21 | | | |
| 6 | 24 | | | |
| 7 | 26 | | | |
| 8 | 28 | | | |
| 9 | 30 | | | |
| 10 | 32 | | | |
| | | | | |

Penetration Up does not help Elwyn's partners, but it alters the way she is able to damage enemies. Instead of shooting at single targets, Elwyn is able to pierce through rows of troops with her arrows once her Penetration is reliably high. This improves her Single and Link Skills as well, meaning that some of her most potent attacks become even better. Improve Penetration Up consistently as Elwyn rises in level.

ANTI-AERIAL

| ACCEPTANCE OF THE PARTY OF THE | AUTO SKILL |
|--------------------------------|------------------------------|
| SKILL LEVEL | DAMAGE BONUS VS. AERIALS (%) |
| 1 | 12 |
| 2 | 21 |
| 3 | 30 |
| 4 | 38 |
| 5 | 46 |
| 6 | 54 |
| 7 | 61 |
| 8 | 68 |
| 9 | 75 |
| 10 | 82 |

This Auto Skill turns Elwyn into a slayer of all airborne beasts. There are a number of weak and powerful targets in Shining Tears that fly, so do not dismiss this trait. Anti-Aerial is primarily a late-game choice, since Elwyn has more pressing Skill needs while building her early levels, but players in Advanced Mode make the most use out of this by specializing Elwyn to destroy Aerials, just as they might pull in Ryuna for Undead levels.

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SYLPH'S PROTECTION

| STATS | STATS: AUTO SKILL | | | | |
|-------------|-------------------|------|-----|--|--|
| SKILL LEVEL | EVASION RATE (%) | AREA | | | |
| 1 | 6 | 80 | | | |
| 2 | 11 | 84 | | | |
| 3 | 16 | 88 | | | |
| 4 | 20 | 92 | | | |
| 5 | 24 | 96 | | | |
| 6 | 28 | 100 | | | |
| 7 | 31 | 104 | E . | | |
| 8 | 34 | 108 | | | |
| 9 | 37 | 112 | | | |
| 10 | 40 | 116 | | | |

This Skill gives Elwyn an area of protection against incoming missile fire. While many characters receive some form of protection against various magics, this is the only Skill to provide direct protection against mundane archers. Although of lesser importance during the average mission, any ability to thwart groups of archers is a boon in the places where they are found in high concentrations.







RYUNA

Ryuna represents the height of assistance as a support character. Although lacking in terms of direct-damage abilities, this healer is able to restore party Hit Points over time, restore damage to her partner directly, and expose enemies to higher elemental damage. In addition, Undead take much more damage when some of Ryuna's Skills are developed, making some sections of the game far easier to complete. While many battles are slightly slower-paced when Ryuna is chosen as a partner, she raises survivability and profitability by a tremendous margin.

BIOGRAPHY

Ryuna has been raised in the faith of Etwarl her entire life, so she is steeped in a culture of piety and equality. She has a level head and a fierce sense of justice, even in the face of danger. Her long-time friendship with the Dragonman Lazarus has kept her safe this long, at least, and his protection is something that she relies on heavily when taking chances.

EQUIPMENT

Armor like the Chihaya is made for Ryuna and is easy for her to slip into with an early balance of Agility and Constitution. Later on, Ryuna players have a few interesting choices to make. The natural route for a caster would be to grab as much equipment with Magic bonuses and to perk Intelligence whenever possible. However, take a look at what Ryuna uses most often; Cure and Blessing do not benefit from a higher Magic rating! Indeed, Ryuna gains almost nothing from having a high Intelligence, save for more Skill Points, and many of her Skills are efficient as it is.

This leads to an exciting build option for daring types. Instead of the caster route, treat Ryuna as a heavy hitter. Raise her Strength and Constitution, then add a bit to Agility. Ignore Intelligence beyond the first few points, and plan a route toward heavy helms and armor. Ryuna still isn't going to mix it up and deal damage, but she is going to last longer and survive well when confronted.

You know that Lazarus is going to enjoy the results.

STRATEGIES AND TACTICS

Ryuna is never going to be the best frontliner. Instead, she stays back to heal and buff your primary character while using Link Skills to destroy Undead. Protect her by positioning her behind Xion and pile on Cure and Blessing. With the appropriate armor and build, there is far less micromanagement once Ryuna gets into heavier armor. Because of this, she can engage in supportive melee combat without you being forced to pull her back. At that point, Ryuna becomes one of the easier Al characters to manage, as she buffs and heals while contributing a slice of damage to the party.

SKILLS

HOLY BARRIER

STATS: LOCK ABILITY

Holy Barrier would be a godsend in many horror movies; Ryuna is able to ward off the Undead while Locked. This doesn't come up very often, but it is useful when Xion is busy getting around to flank Undead squads. Lock Ryuna to keep her from being exposed while making such maneuvers, then, Turn Undead when Xion is in position for great effect!

BLESSING

| STATS: SINGLE SKILL | | | | | |
|---------------------|------------|------|------|----|----------|
| SKILL LEVEL | MAX CHARGE | SP | ATK+ | | DURATION |
| 1 | 1 | 6 | 4 | 4 | 12 |
| 2 | 1 | 7 | 1 | 7 | 12 |
| 3 | 2 | 8 | 9 | 9 | 18 |
| 4 | 2 | 9 | 11 | 11 | 18 |
| 5 | 2 | 10 | 13 | 13 | 18 |
| 6 | 3 | - 11 | 15 | 15 | 24 |
| 7 | 3 | 12 | 17 | 17 | 24 |
| 8 | 3 | 13 | 19 | 19 | 24 |
| 9 | 3 | 14 | 21 | 21 | 24 |
| 10 | 4 | 15 | 23 | 23 | 30 |

Blessing is a wonderful ability with which to aid any close-attack character. Xion needs both the Attack and Defense provided by this Skill, so it is one that pays for itself well, even when many points are added. In Advanced Mode, where many Skills suffer from diminishing returns after their tenth rank, Blessing is worth the higher costs because of the immense boost it gives to both characters.

CURE

| STATS: SINGLE SKILL | | | | |
|---------------------|------------|----|-------------|-------------|
| SKILL LEVEL | MAX CHARGE | SP | HP RESTORED | SP RESTORED |
| 1 | 1 | 6 | 6 | 2 |
| 2 | 1 | 6 | 10 | 2 |
| 3 | 2 | 7 | 13 | 5 |
| 4 | 2 | 7 | 16 | 5 |
| 5 | 2 | 7 | 19 | 5 |
| 6 | 3 | 8. | 21 | 10 |
| 7 | 3 | 8 | 23 | 10 |
| 8 | 3 | 8 | 25 | 10 |
| 9 | 3 | 8 | 27 | 10 |
| 10 | 4 | 9 | 29 | 16 |

Cure is ideal for keeping the primary character alive, of course, but it has benefits far beyond that. This Skill restores both Hit Points and Skill Points; this gives characters like Xion free rein to use more point-intensive Skills without needing restorative items to keep himself going. By using Cure, Ryuna dramatically raises the profitability of a pairing, since few items are used at all.

SHINING

| SKILL LEVEL | RANGE | SP | MAG + |
|-------------|-------|----|-------|
| 1 | 250 | 3 | 240 |
| 2 | 265 | 4 | 261 |
| 3 | 280 | 5 | 282 |
| 4 | 295 | 6 | 300 |
| 5 | 310 | 7 | 318 |
| 6 | 325 | 8 | 336 |
| 7 | 340 | 9 | 351 |
| 8 | 355 | 10 | 366 |
| 9 | 370 | 11 | 381 |
| 10 | 385 | 12 | 396 |

Shining is a Link Skill for direct attack, but even with high Intelligence Ryuna suffers a bit in that
field. Although the top damage for this spell is fairly high, it is possible to "roll" poorly and end up
doing less damage compared to the risk of using the Link. Instead, Shining should be reserve for
use in rare cases where Ryuna needs to deal direct damage.

TURN UNDEAD

| STATS: LI | INK SKILL | | |
|-------------|-----------|------|-------|
| SKILL LEVEL | RANGE | | MAG + |
| 1 | 250 | 4 | 100 |
| 2 | 265 | 5 | 121 |
| 3 | 280 | 6 | 142 |
| 4 | 295 | 7 | 161 |
| 5 | 310 | 8 | 180 |
| 6 | 325 | 9 | 199 |
| 7 | 340 | 10 | 216 |
| 8 | 355 | - 11 | 233 |
| 9 | 370 | 12 | 250 |
| 10 | 385 | 13 | 267 |

Turn Undead not only damages Undead but also destroys those Undead creatures who are able to resurrect themselves. To receive full rewards and experience from levels with Skeletons and tougher Mummies, Turn Undead is the only efficient course. There are some battles in which this Skill is absolutely essential. Even a low-level Ryuna is worthwhile for these areas. Her partner can clear the Undead before bringing her forward to Turn Undead against the bodies and destroy them.





















| STATS: L | STATS: LINK SKILL | | | | | |
|-------------|-------------------|--|------|--|--|--|
| SKILL LEVEL | RANGE | | MAG+ | | | |
| 1 | 250 | 3 | 95 | | | |
| 2 | 265 | 4 | 109 | | | |
| 3 | 280 | 5 | 123 | | | |
| 4 | 295 | 6 | 135 | | | |
| 5 | 310 | 7 | 147 | | | |
| 6 | 325 | 8 | 159 | | | |
| 7 | 340 | 9 | 170 | | | |
| 8 | 355 | 10 | 181 | | | |
| 9 | 370 | 11 | 192 | | | |
| 10 | 385 | 12 | 203 | | | |
| | | A CONTRACTOR OF THE PARTY OF TH | | | | |

Spiritual Ward works to slow enemies while damaging the squad somewhat. This is adequate when used at low ranks, but the higher ranks don't scale as well as Ryuna's incredible Single Skills, so more points should be used in those areas after securing a rank here.

GUARDIAN SUMMON

| SKILL LEVEL | RANGE | SP | MAG + |
|-------------|-------|----|-------|
| 1 | 250 | 35 | 200 |
| 2 | 265 | 38 | 225 |
| 3 | 280 | 41 | 250 |
| 4 | 295 | 44 | 272 |
| 5 | 310 | 47 | 294 |
| 6 | 325 | 50 | 316 |
| 7 | 340 | 53 | 335 |
| 8 | 355 | 56 | 354 |
| 9 | 370 | 59 | 373 |
| 10 | 385 | 62 | 392 |

A surprise to those who haven't looked closely, this summon is based off of Ryuna's Attack (thus, it's a Strength-based Link Skill). It's costly, but the ability to drain life from foes compensates well and puts this forward as a keen way to save the party from desperate situations.

HEALING AURA

| AUTO SKILL |
|-------------------------|
| HP RECOVERY/100 SECONDS |
| 15 |
| 27 |
| 39 |
| 50 |
| 61 |
| 72 |
| 82 |
| 92 |
| 102 |
| 112 |
| |

Ryuna's Cure spells only aid the primary character, but her Healing Aura is divine for saving both characters. This Skill passively raises Hit Points over time and functions constantly. At higher levels, Healing Aura restores enough Hit Points to be worthwhile in any group. Diminishing returns doesn't hit Healing Aura hard at all either, so its effectiveness does not dwindle even in the upper ranks, well into the higher ranks of Advanced

PURIFICATION

STATS: AUTO SKILL SKILL LEVEL STATUS RECOVERY RATE (%) 1 12 2 24 3 36 4 48 5 60 6 72 7 84 8 96 9 108 10 120

By reducing the duration of status effects, Ryuna reduces the need for healing from poisons and saves the day when it comes to debilitating effects (e.g., Slowed while fighting archers or casters). Purification is secondary to Ryuna's Single Skills and her other Auto Skills, but it's worth putting mid- and late-game points into this, for times when battles are longer and far more complex.

HOLY POWER

| SKILL LEVEL | DAMAGE INCREASE VS. UNDEAD (% |
|-------------|-------------------------------|
| 1 | 8 |
| 2 | 15 |
| 3 | 22 |
| 4 | 28 |
| 5 | 34 |
| 6 | 40 |
| 1 | 45 |
| 8 | 50 |
| 9 | 55 |
| 10 | 60 |

Holy Power gives Undead-busting damage to both party members. Players who choose Ryuna specifically for this purpose are going to love the difference Holy Power makes; throw many ranks into this Skill and add a few points to Turn Undead as well. Together, Ryuna and her partner become quite effective at destroying large Undead squads; the Tower of Heaven has entire levels of this sort.

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ELEMENTAL BREAK

| STATS: | AUTO SKILL |
|-------------|--------------------------|
| SKILL LEVEL | ENEMY RESISTANCE PENALTY |
| 1 | 4 |
| 2 | 7 |
| 3 | 10 |
| 4 | 12 |
| 5 | 14 |
| 6 | 16 |
| 7 | 18 |
| 8 | 20 |
| 9 | 22 |
| 10 | 24 |

Ryuna weakens many enemies because of her Elemental Break. The penalty this gives to nearby enemies covers all elements; that practically equates to major damage bonuses compared to partners who aren't using this Auto Skill. When using weapons or spells with elemental effects, this Skill offers a greater damage bonus, in a reverse kind of fashion, over almost any other Auto Skill. Elemental Break only gets better with time, because enemy resistances become greater and greater with higher levels of Shining Tears.







LAZARUS

Lazarus is a heavily armored frontline fighter. What he lacks in subtlety, he makes up for in power and endurance. Wearing especially strong defensive equipment, Lazarus is able to stay in the center of enemies without going down quickly. Added to this, this Dragonman has attack Skills that are brutal for breaking apart enemy lines. A party with Xion and Lazarus needs a fair supply of healing items, but battles are short and exciting when they combine their martial prowess.

BIOGRAPHY

Lazarus doesn't talk much about himself, and that is because of his intense focus on other people especially the Priestess Ryuna). Lazarus is courageous, proud, and ready to sacrifice anything to protect those who he considers worthy.

EQUIPMENT

Lazarus benefits from the best character-specific equipment in the game. The Dragon Helms and Dragon Armor are found relatively early in the campaign, and these heavy pieces provide incredible protection without requiring Intelligence or Agility (considering how Lazarus acts, that is a very good thing). This frees the big guy to raise only Strength and Constitution, making him a powerhouse of damage and survivability.

STRATEGIES AND **TACTICS**

Have Xion wear something light enough for high mobility, then use that speed to flank enemy forces. Put the enemies between Xion and Lazarus, then harp on Dragon Spiral. Draw the enemies toward Xion and let Lazarus spin into their midst, killing everything as he goes. Retreat while fighting to get the maximum duration out of this ability. In addition, equip an item that gives Lazarus more Skill Points to keep from running out as quickly.

That combo, by itself, makes Lazarus a worth ally and an obscene candidate for fastest killer in your lineup, especially in Normal Mode. Even in Advanced Mode, this routine piles on damage at

Against dangerous enemy squads, put Lazarus in front and have him trigger the encounter. The enemies swarm him stead of Xion, and that makes it easier to flank them and avoid heavier damage. With Lazarus' higher armor and Hit Points, he is able to take so much punishment that it's almost a good thing when he gets hit.

SKILLS

DRAGONFIRE

STATS: LOCK ABILITY

Dragonfire deals magical damage while Lazarus stands in place and unleashes his ancestral fury. As nice as it looks, this is not a terribly powerful effect, since magic is often not Lazarus' forte in the first place. Still, you couldn't ask for a more distracting or intimidating attack.

WHEEL SLASH

| SKILL LEVEL | MAX CHARGE | | | # OF ATKS | ACC |
|-------------|------------|---|-----|-----------|-----|
| 1 | 1 | 4 | +30 | 1 | 8 |
| 2 | 1 | 4 | +38 | 1 | 8 |
| 3 | 2 | 5 | +43 | 2 | 9 |
| 4 | 2 | 5 | +48 | 2 | 9 |
| 5 | 2 | 5 | +53 | 2 | 9 |
| 6 | 3 | 6 | +57 | 3 | 10 |
| 7 | 3 | 6 | +61 | 3 | 10 |
| 8 | 3 | 6 | +65 | 3 | 10 |
| 9 | 3 | 6 | +69 | 3 | 10 |
| 10 | 4 | 7 | +72 | 4 | 11 |

Wheel Slash has the arc and damage to punish any melee swarmers that try to overcome this behemoth. Anyone who uses Lazarus heavily should invest in at least several ranks of this fine Single Skill. Wheel Slash is even better when a second player can position Lazarus for maximum offectiveness

HEAVY BLOW

| STATS: | SINGLE SI | KILL | | | |
|-------------|------------|------|------|-----------|-------|
| SKILL LEVEL | MAX CHARGE | SP | ATK | KNOCKBACK | ACC + |
| 1 | 1 | 2 | +90 | 32 | 8 |
| 2 | 1 | 2 | +98 | 32 | 8 |
| 3 | 2 | 3 | +103 | 48 | 9 |
| 4 | 2 | 3 | +108 | 48 | 9 |
| 5 | 2 | 3 | +113 | 48 | 9 |
| 6 | 3 | 4 | +117 | 64 | 10 |
| 7 | 3 | 4 | +121 | 64 | 10 |
| 8 | 3 | 4 | +125 | 64 | 10 |
| 9 | 3 | 4 | +129 | 64 | 10 |
| 10 | 4 | 5 | +132 | 80 | 11 |

Heavy Blow has an impressive effect in terms of throwing things out of the way, but it doesn't always fit with Lazarus' place in a party. Pushing the enemies away from Lazarus is good when he is trying to defend himself (which is necessary from time to time), but the total damage of Heavy Blow isn't enough to pull down larger targets or high numbers of foes. It's better to have this Skill and know when to use than to push it into the higher levels.

| SKILL LEVEL | RANGE | SP | ATK+ | ACC + (%) | |
|-------------|-------|----|------|-----------|--|
| 1 | 250 | 10 | 10 | 10 | |
| 2 | 265 | 12 | 17 | -11 | |
| 3 | 280 | 14 | 24 | 12 | |
| 4 | 295 | 16 | 30 | 13 | |
| 5 | 310 | 18 | 36 | 14 | |
| 6 | 325 | 20 | 42 | 15 | |
| 7 | 340 | 22 | 47 | 16 | |
| 8 | 355 | 24 | 52 | 17 | |
| 9 | 370 | 26 | 57 | 18 | |
| 10 | 385 | 28 | 62 | 19 | |

Take a point or two of Dragon Spiral and use this Link Skill heavily. On the attack, this allows Lazarus to roll through entire masses of enemies, breaking apart multiple squads simultaneously when used well. While Xion runs ahead, Lazarus tries to catch up to him while twirling around and killing the whole way. Xion can make light attacks while constantly shifting position to get Lazarus to hit as many foes as possible. This Skill is made of gold. Yes, taking Dragon Spiral too far up may not be as wise as it first seems; the increase in SP cost is dramatic, and the improvement in power isn't enough to compensate unless you are willing to use many restorative items. A middle ground of six or so ranks should do quite nicely.

DRAGON SPIRAL

IRONSKIN

| SKILL LEVEL | RANGE | | DAMAGE REFLECTION (%) |
|-------------|-------|----|-----------------------|
| 1 | 250 | 12 | 25 |
| 2 | 265 | 14 | 34 |
| 3 | 280 | 16 | 43 |
| 4 | 295 | 18 | 51 |
| 5 | 310 | 20 | 59 |
| 6 | 325 | 22 | 67 |
| 7 | 340 | 24 | 74 |
| 8 | 355 | 26 | 81 |
| 9 | 370 | 28 | 88 |
| 10 | 385 | 30 | 95 |

Ironskin progresses well statistically. This ability reflects incoming damage with fair efficiency later on, though this effect only stacks well if Lazarus is taking a huge number of hits during a 10second period. Most of the time, this won't be quite as major a damage dealer for your party as Dragon Spiral, though it's perfectly possible to hit Ironskin before going forward for other attacks, so the two are not mutually exclusive.



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| STATS: LINK SKILL | | | | | |
|-------------------|-------|----|------|-----------|-------------|
| SKILL LEVEL | RANGE | | ATK+ | ACC + (%) | BONUS ATK + |
| _1 | 250 | 3 | 110 | 10 | 80 |
| 2 | 265 | 4 | 124 | 11 | 85 |
| 3 | 280 | 5 | 138 | 12 | 90 |
| 4 | 295 | 6 | 151 | 13 | 95 |
| 5 | 310 | 7 | 164 | 14 | 100 |
| 6 | 325 | 8 | 177 | 15 | 105 |
| 7 | 340 | 9 | 189 | 16 | 110 |
| 8 | 355 | 10 | 201 | 17 | 115 |
| 9 | 370 | 11 | 213 | 18 | 120 |
| 10 | 385 | 12 | 225 | 19 | 125 |

Double Attack is meant to be used against very small groups or versus bosses. The trick is to line Xion and Lazarus up, facing each other, and get the boss in between them. Done in this manner, the two can hit the hapless target very hard for extremely high melee damage. On top of that, this Link Skill isn't very costly in Skill Points.

GUARDIAN SUMMON

| SKILL LEVEL | RANGE | SP | MAG+ |
|-------------|-------|----|------|
| 1 | 250 | 35 | 240 |
| 2 | 265 | 38 | 270 |
| 3 | 280 | 41 | 300 |
| 4 | 295 | 44 | 326 |
| 5 | 310 | 47 | 352 |
| 6 | 325 | 50 | 378 |
| 7 | 340 | 53 | 400 |
| 8 | 355 | 56 | 422 |
| 9 | 370 | 59 | 444 |
| 10 | 385 | 62 | 466 |

Lazarus' Guardian Summon deals only modest damage because of his lower Intelligence and Magic, but the visual appeal of this ability may compensate for that. A player who is interested in doing things in a completely non-standard and challenging way could take on the task of making an Intelligence-based Lazarus with a better summon power and more frequent use of his physical attacks because of a higher Skill Point total (it wouldn't be easy, but it could be fun to show others).

ATTACK UP

| | STATS: AUTO SKILL | | |
|----|-------------------|------------------------------|--|
| | SKILL LEVEL | ATK+ | |
| | 1 | 5 | |
| 1 | 2 | 8 | |
| | 3 | 11 | |
| | 4 | 13 | |
| | 5 | 15 | |
| | 6 | 17 | |
| | 7 | 19 | |
| | 8 | 21 | |
| 10 | 9 | 23 | |
| | 10 | 25 | |
| | | 1772-4820-0 WESSELLEY TO THE | |

Take three ranks of this fairly early, due to its high efficiency for that time, then continue to add to Attack Up whenever you can spare the point. Any free damage is a good thing for Lazarus. Trying to raise his damage through higher Single/Link Skills means higher costs (and that is bad for a guy who barely has any Skill Points). Thus, Attack Up is a great way to raise damage safely.

DEFENSE UP

| | | 0.2 | - |
|---------|-------------------|------|---|
| | STATS: AUTO SKILL | | |
| 1000000 | SKILL LEVEL | DEF+ | |
| | 1 | 5 | |
| | 2 | 8 | |
| | 3 | 11 | |
| | 4 | 13 | |
| - | 5 | 15 | |
| - | 6 | 17 | |
| - | 7 | 19 | |
| | 8 | 21 | |
| - | 9 | 23 | |
| and and | 10 | 25 | |

Again, a few early points are nice, but perhaps only one in this case. Lazarus already gets many early defensive perks because of the special Dragon equipment.

Defense Up is a good one to come back to later, once Wheel Slash, Dragon Spiral, and other offensive tools are perfected.

RESIST FIRE

| KILL LEVEL | BONUS TO FIRE RESISTANCE |
|------------|--------------------------|
| _ 1 | 7 |
| 2 | 13 |
| 3 | 19 |
| 4 | 24 |
| 5 | 29 |
| 6 | 34 |
| 7 | 38 |
| 8 | 42 |
| 9 | 46 |
| 10 | 50 |

Put points into Resist Fire as you reach Advanced Mode and start to have spare points (and a need) for extra elemental protection.

ARMOR CRUSH

| STATS: AL | |
|-------------|----------------|
| SKILL LEVEL | DEF CHANGE/HIT |
| 1 | 4 |
| 2 | 1 |
| 3 | 10 |
| 4 | 12 |
| 5 | 14 |
| 6 | 16 |
| 7 | 18 |
| 8 | 20 |
| 9 | 22 |
| 10 | 24 |

Armor Crush may seem of modest value in Normal Mode, where so many enemies disappear after a single round of major attacks, but this changes in Advanced Mode. Having a number of points in Armor Crush can really help the damage output of Lazarus and Xion against even squad-level targets when facing the higher stats of foes in the Level 40+ range.

























NEIGE

Neige is a master of ice magic; her spells delay and frustrate enemy efforts while she dishes out ranged damage. Used with guile, Neige allows greater defensive fighting for her partner while reducing the enemy's ability to sustain cold damage. Because Neige restores everyone's Skill Points over time, she allows a pair to use more Link Skills and Single Skills without restorative items or waiting for natural regeneration. This improves sustained damage over longer encounters! Neige is for players with a desire for magic, ranged damage, and a style of play with more interdiction.

BIOGRAPHY

Blanc Neige doesn't speak about her past, although her reasons may be different than those of Lazarus. This woman mulls over a quiet drink in the Heroes' Hearth, and it may take quite some time to draw her out.

EQUIPMENT

Few items are made for Neige, but her path of upgrades is still clear. As a full caster, Neige relies heavily on her Magic to contribute, so anything with high bonuses in that regard is perfect. Slip on a Mage Cap as soon as possible for its huge Magic boost; use smiths to increase the item's defensive bonuses later. Next, work toward fitting into a suit of Rune Plate. This armor is made just for people like Neige, and this ends up being one of the few things that keeps Neige from getting diced by melee attackers.

STRATEGIES AND TACTICS

Link Attacks make all the difference with this Ice Mage. Position Xion in the thick of things to draw attention away from Neige; have her stay at the periphery and Link to obliterate squads with Ice Ring. For more defensive fighting, Ice Wall is unfairly wonderful because it damages foes and destroys those that try to advance.

Use Ice Wall heavily against larger targets and bosses. Some of the most critical fights in the game are almost preempted by the crafty use of Ice Wall. Drop the spell where bosses will be and watch the poor fiends impale themselves on it while Xion slashes away.

SKILLS

SNOW VEIL

STATS: LOCK ABILITY

Snow Veil freezes enemies while Neige runs past them. This is useful when Neige is engaged in close combat and needs to quickly retreat without having everything follow her for free attacks. For this reason, and others, Neige runs almost everywhere and shouldn't bother walking unless the encounter is quite safe.

ICE BREATH

| | SINGLE SKIL | | | RANGE |
|------------|-------------|----|------|-------|
| KILL LEVEL | MAX CHARGE | SP | MAG | |
| 1 | 1 | 4 | +65 | 96 |
| 2 | 1 | 4 | +76 | 96 |
| 3 | 2 | 5 | +84 | 104 |
| 4 | 2 | 5 | +92 | 104 |
| 5 | 2 | 5 | +100 | 104 |
| 6 | 3 | 6 | +106 | 112 |
| 7 | 3 | 6 | +112 | 112 |
| 8 | 3 | 6 | +118 | 112 |
| 9 | 3 | 6 | +124 | 112 |
| 10 | 4 | 7 | +129 | 120 |

Ice Breath is a valuable Single Skill for times when Neige is being kept out of Link combat. This spell has a better breadth of attacks than its counterpart, Freeze, but it lacks the greater range of its rival. More brazen and deadly Neige players can trust to Ice Breath while somewhat wary and lower Hit Point versions of this character may prefer the relative safety of Freeze.

FREEZE

| STAIS: | SINGLE SI | VILL | of the last | | PANOE |
|-------------|------------|------|-------------|--------------|-------|
| SKILL LEVEL | MAX CHARGE | SP | MAG | MAX DIAMETER | RANGE |
| 1 | 1 | 2 | +65 | 32 | 128 |
| 2 | 1 | 2 | +76 | 32 | 128 |
| 3 | 2 | 3 | +84 | 40 | 156 |
| 4 | 2 | 3 | +92 | 40 | 156 |
| 5 | 2 | 3 | +100 | 40 | 156 |
| 6 | 3 | 4 | +106 | 48 | 184 |
| 7 | 3 | 4 | +112 | 48 | 184 |
| 8 | 3 | 4 | +118 | , 48 | 184 |
| 9 | 3 | 4 | +124 | 48 | 184 |
| 10 | 4 | 5 | +129 | 56 | 212 |

Freeze does the same damage as Ice Breath, but it offers greater safety and slightly lower damage to large groups, since Ice Breath can slap groups better than Freeze can. Both of these are useful, so the choice is primarily one of the character build.

BLIZZARD

| | VK SKILL | SP | MAG+ |
|-------------|----------|------|--|
| SKILL LEVEL | RANGE | or . | AND DESCRIPTION OF THE PERSON NAMED IN COLUMN 2 IS NOT THE PERSON NAMED IN COLUMN 2 IS NOT THE PERSON NAMED IN |
| 1 | 250 | 10 | 110 |
| 2 | 265 | 11 | 121 |
| 3 | 280 | 12 | 132 |
| 4 | 295 | 13 | 142 |
| 5 | 310 | 14 | 152 |
| 6 | 325 | 15 | 162 |
| 1 | 340 | 16 | 171 |
| 8 | 355 | 17 | 180 |
| 9 | 370 | 18 | 189 |
| 10 | 385 | 19 | 198 |

Blizzard is a beautiful spell to watch, and it can cover a very large area. However, this gorgeous spell has a major downside: it's low in cost, but Blizzard puts Neige and her partner at major risk for counterattacks, since it has a cooldown afterward where neither person can defend the other. This leads to a cost in terms of Hit Points that makes it hard to safely use Blizzard against powerful foes. Blizzard is better saved for a finishing move.

ICE WALL

| STATS: I | INK SKILL | | | |
|-------------|-----------|----|------|----------------|
| SKILL LEVEL | RANGE | SP | MAG+ | MAXIMUM LENGTH |
| 1 | 250 | 13 | 95 | 160 |
| 2 | 265 | 14 | 108 | 170 |
| 3 | 280 | 15 | 121 | 180 |
| 4 | 295 | 16 | 132 | 190 |
| 5 | 310 | 17 | 143 | 200 |
| 6 | 325 | 18 | 154 | 210 |
| 7 | 340 | 19 | 164 | 220 |
| 8 | 355 | 20 | 174 | 230 |
| 9 | 370 | 21 | 184 | 240 |
| 10 | 385 | 22 | 194 | 250 |

Ice Wall is a spell for patient players, but it pays for itself many times over once used properly. Against incoming troops, Neige can form a wall between herself and her partner. This wall causes damage to anything that crosses it; even better is that it continuously damages everything that stays on its boundary for the full 10-second duration. This means that bosses and other powerful creatures that can be lured onto the Ice Wall take egregious quantities of damage. The only major problem with Ice Wall is that it takes setup time, so some people may not have as much fun with it.



















| STATS: | LINK SKIL | L L | | |
|-------------|-----------|-----|-------|--------------|
| SKILL LEVEL | RANGE | | MAG + | MAX DIAMETER |
| . 1 | 250 | 10 | 100 | 200 |
| 2 | 265 | .11 | 111 | 204 |
| 3 | 280 | 12 | 121 | 208 |
| 4 | 295 | 13 | 132 | 212 |
| 5 | 310 | 14 | 142 | 216 |
| 6 | 325 | 15 | 152 | 220 |
| 7 | 340 | 16 | 161 | 224 |
| 8 | 355 | 17 | 170 | 228 |
| 9 | 370 | 18 | 179 | 232 |
| 10 | 385 | 19 | 188 | 236 |

Ice Ring is fairly quick for a Link Skill and deals heavy damage in a circle around both Neige and her partner. This means that a divided pair can strike two or three squads of enemies at the same time, defeating entire sets of foes with two or three fast castings! It's not as Skill Point efficient as Ice Wall because there is no duration on Ice Ring, but this spell has great potential to clear large areas quickly. Daring Neige players should be very happy with Ice Ring, even if Ice Wall has better efficiency.

GUARDIAN SUMMON

| STATS: | LINK SKII | | | |
|-------------|-----------|----|------|-----------------|
| SKILL LEVEL | RANGE | SP | ATK+ | NUMBER SUMMONED |
| 1 | 250 | 35 | 280 | 4 |
| 2 | 265 | 38 | 300 | 5 |
| 3 | 280 | 41 | 320 | 6 |
| 4 | 295 | 44 | 339 | 7 |
| 5 | 310 | 47 | 358 | 8 |
| 6 | 325 | 50 | 377 | 9 |
| 7 | 340 | 53 | 395 | 10 |
| 8 | 355 | 56 | 413 | 11 |
| 9 | 370 | 59 | 431 | 12 |
| 10 | 385 | 62 | 449 | 13 |

As with many summoning spells, Neige can take a substantial break from battle to bring a moderately heavy sum of damage to enemies over a large area. Though potent, this costs quite a chunk of Skill Points and halts the game for a time while the spell occurs. This slows down missions, so the more active players may prefer Neige's other Link Skills. An additional problem is that the damage done by Neige's Guardian Summon is aided by her Attack value, which is often lower than her Magic by quite a margin.

FROZEN ARMOR

| STATS: AU | TO SKILL | |
|-------------|-----------|------------------|
| SKILL LEVEL | DEFENSE + | ICE RESISTANCE + |
| 1 | 4 | 4 |
| 2 | 6 | 6 |
| 3 | 8 | 8 |
| 4 | 10 | 10 |
| 5 | 12 | 12 |
| 6 | 14 | 14 |
| 1 . | 16 | 16 |
| 8 | 18 | 18 |
| 9 | 20 | 20 |
| 10 | 22 | 22 |

Frozen Armor adds to Neige's Defense and Ice Resistance, so it is quite efficient in raising her survivability. Players who put Neige into direct skirmishes benefit the most from this and should strongly consider going for many ranks in it later in her career. Those who use Neige at longer range with more caution won't reap the rewards from Frozen Armor as intensely.

RESIST MAGIC

| STATS: AL | JTO SKILL | |
|-------------|---------------|---|
| SKILL LEVEL | MAGICAL DEF + | |
| 1 | 6 | |
| 2 | 11 | |
| 3 | 16 | |
| 4 | 20 | |
| 5 | 24 | |
| 6 | 28 | |
| 7 | 31 | |
| 8 | 34 | |
| 9 | 37 | - |
| 10 | 40 | |

Resist Magic directly adds to Neige's Magical Defense. Use this as heavily as you wish to raise her sustained fighting power against other casters, at range. Single players who don't have the ability to perfectly micromanage Neige see the best results here. Those who use Neige in a two-player setting are already able to avoid many incoming magical attacks.

MEDITATION

| SKILL LEVEL | SP RECOVERY/100 SECONDS |
|-------------|-------------------------|
| 1 | 50 |
| 2 | 90 |
| 3 | 130 |
| 4 | 160 |
| 5 | 190 |
| 6 | 220 |
| 7 | 240 |
| 8 | 260 |
| 9 | 280 |
| 10 | 300 |

Meditation is a money saver and a great boon because it reduces party reliance on restoration Skill Point items. The early ranks of this Skill are stunningly effective, and few players should avoid taking Meditation to at least the fifth rank or so.

ICE BREAK

| STATS: | STATS: AUTO SKILL | | | |
|-------------|-------------------------------|--|--|--|
| SKILL LEVEL | PENALTY TO FOE ICE RESISTANCE | | | |
| 1 | -5 | | | |
| 2 | -9 | | | |
| 3 | -13 | | | |
| 4 | -16 | | | |
| 5 | -19 | | | |
| 6 | -22 | | | |
| 1 | -24 | | | |
| 8 | -26 | | | |
| 9 | -28 | | | |
| 10 | -30 | | | |

Because of the impressive resistance levels that most enemies have later in the game, Neige often benefits from having a high rank in Ice Break. Put points into this Skill whenever possible. Consider what happens when enemies are able to resist Ice properly—everything Neige has is Ice based. From that perspective, can anyone afford not to master Ice Break?

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VOLG

Volg is just as aggressive as you would expect from a Wolfman. This bestial commander gets into enemy formations and cuts them to ribbons. Fast moving and with high damage potential, Volg is for people who care more about destroying the enemy than maintaining their health! Battles are shorter with Volg around, and he requires a fair bit of healing and support in the form of protecting his flanks and such. This reduces the profitability from a battle, due to the use of heavy healing, the action is intense when Volg takes the stage. Anyone who loves heated combat should give Volg a long look.

BIOGRAPHY

The owner of the Heroes' Hearth, Volg is a terse individual that requires time to open to up to people. He comes across as somewhat abrupt and maybe a bit rude at times. However, there are hints that Volg was not always an innkeeper, and the clientele of the Heroes' Hearth are not your everyday travelers.

EQUIPMENT

Volg gets a few interesting equipment pieces during the middle game. Wolf gear can only be used by Volg (shockingly), and is fast stuff. If your desire is speed, speed and more speed, go for the Wolf gear as soon as possible. Otherwise, take the long road and use Strength and Constitution to work toward heavy equipment. For a time, this won't help Volg as he loses the early advantage of getting into his Agility gear. However, having Strength and Constitution means quite a bit for the late-game equipment, and Volg won't have any trouble meeting the Agility reguirements for those goodies.

STRATEGIES AND TACTICS

Always have a ton of healing items around and don't be shy about using them. Volg tears into problems teeth-first, and that gets him hurts all the time. Before you have the best and most impressive armor and helms, it can be quite alarming how much damage Volg takes. Fear not; his survivability eventually catches up.

The tradeoff is that Volg offers huge amounts of damage without much cost in Skill Points. Rush forward with Xion and take squads from different directions. Nothing lasts for long against this. Bosses are no different; Volg and Xion eat them alive and feel no pity. Use Thousand Thrust from Xion and Gatling Punch from Volg.

SKILLS

OUICKSTEP

STATS: RUN ABILITY

Quickstep makes Volg even faster than he already is just by walking. When he runs, he covers huge distances without wasting any items as nothing can keep up with him, or even come close.

FLYING CLAW

| STATS: SINGLE SKILL | | | | | | |
|---------------------|------------|----|------|-------|------|--|
| SKILL LEVEL | MAX CHARGE | SP | ATK | LUNGE | ACC+ | |
| 1 | 1 | 3 | +90 | 32 | 8 | |
| 2 | 1 | 3 | +99 | 32 | 8 | |
| 3 | 2 | 4 | +105 | 48 | 9 | |
| 4 | 2 | 4 | +111 | 48 | 9 | |
| 5 | 2 | 4 | +117 | 48 | 9 | |
| 6 | 3 | 5 | +122 | 64 | 10 | |
| 7 | 3 | 5 | +127 | 64 | 10 | |
| 8 | 3 | 5 | +132 | 64 | 10 | |
| 9 | 3 | 5 | +137 | 64 | 10 | |
| 10 | 4 | 6 | +141 | 80 | 11 | |

Flying Claw covers distance, does fair damage, and looks great. The only downside of using this Single Skill as opposed to Gatling Punch is that it can be harder to land; you need to know ahead of time where your enemy will be in a moment's time.

GATLING PUNCH

| STATS: SINGLE SKILL | | | | | | | |
|---------------------|------------|----|-----|-----------|-----|--|--|
| SKILL LEVEL | MAX CHARGE | | | # OF ATKS | ACC | | |
| 1 | 1 | 4 | +50 | 4 | 8 | | |
| 2 | 1 | 5 | +58 | 4 | 8 | | |
| 3 | 2 | 6 | +62 | 6 | 9 | | |
| 4 | 2 | 7 | +67 | 6 | 9 | | |
| 5 | 2 | 8 | +72 | 6 | 9 | | |
| 6 | 3 | 9 | +75 | 8 | 10 | | |
| 7 | 3 | 10 | +79 | 8 | 10 | | |
| 8 | 3 | 11 | +83 | 8 | 10 | | |
| 9 | 3 | 12 | +87 | 8 | 10 | | |
| 10 | 4 | 13 | +89 | 10 • | 11 | | |

Gatling Punch allows Volg to synchronize with Xion's Thousand Thrust. When these two skills work together against the same squad or boss, the total damage is stunning. Volg hits multiple times, doing fairly decent damage with each hit. Indeed, Gatling Punch is a perfect boss killer, especially in two-player mode.

On top of this, both Volg and Xion are able to improve their overall damage immensely through high Chain values. This Single Skill boosts Chain quickly, meaning that Volg starts to drop many more critical hits into the mix early in the battle.

DEATH MOON CIRCLE

OTATO LINIX CIVILI

| SKILL LEVEL | RANGE | SP | ATK + | ACC+ |
|-------------|-------|----|-------|------|
| 1 | 100 | 10 | 70 | 10 |
| 2 | 110 | 12 | 83 | 11 |
| 3 | 120 | 14 | 96 | 12 |
| 4 | 130 | 16 | 107 | 13 |
| 5 | 140 | 18 | 118 | 14 |
| 6 | 150 | 20 | 129 | 15 |
| 7 | 160 | 22 | 138 | 16 |
| 8 | 170 | 24 | 147 | 17 |
| 9 | 180 | 26 | 156 | 18 |
| 10 | 190 | 28 | 165 | 19 |

Death Moon Circle is a specific Link Skill; it takes practice lining up things for Volg to get a full rush around the enemies and complete the process. The perks for this are a substantial amount of damage for a somewhat low Skill Point cost.

TWIN TACKLE

| STATS: L | INK SKILL | | | |
|-------------|-----------|------|------|------|
| SKILL LEVEL | RANGE | | ATK+ | ACC+ |
| 1 | 100 | 3 | 110 | 10 |
| 2 | 110 | 4 | 126 | 11 |
| 3 | 120 | 5 | 142 | 12 |
| 4 | 130 | 6 | 156 | 13 |
| 5 | 140 | 7 | 170 | 14 |
| 6 | 150 | 8 | 184 | 15 |
| 7 | 160 | 9 | 196 | 16 |
| 8 | 170 | 10 | 208 | 17 |
| 9 | 180 | - 11 | 220 | 18 |
| 10 | 190 | 12 | 232 | 19 |

Twin Tackle is easy to initiate, and this makes it useful for times when Xion has more complex moves to complete (e.g., going in single-player mode). The damage is a tad lower than Drill Crusher, but the ease of use makes up for that in a number of battles.

DRILL CRUSHER

| STATS: LINK SKILL | | | | | | | |
|-------------------|-------|----|------|------|------|--|--|
| SKILL LEVEL | RANGE | SP | ATK+ | ACC+ | LUNG | | |
| 1 | 100 | 4 | 230 | 10 | 150 | | |
| 2 | 110 | 5 | 250 | - 11 | 160 | | |
| 3 | 120 | 6 | 270 | 12 | 170 | | |
| 4 | 130 | 7 | 289 | 13 | 180 | | |
| 5 | 140 | 8 | 308 | 14 | 190 | | |
| 6 | 150 | 9 | 327 | 15 | 200 | | |
| 7 | 160 | 10 | 345 | 16 | 210 | | |
| 8 | 170 | 11 | 363 | 17 | 220 | | |
| 9 | 180 | 12 | 381 | 18 | 230 | | |
| 10 | 190 | 13 | 399 | 19 | 240 | | |

Drill Crusher provides huge damage benefits compared to the other Link Skills in Volg's lineup. For that reason, it is a fine choice for at least a couple of ranks. Yet, this is not an ability for bringing down bosses and other difficult targets because it works out of synch with what Volg's partner is doing. This is more of a move to clear squads out of the way when Volg is surrounded.





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GUARDIAN SUMMON

| STATS: | LINK SKII | | | |
|-------------|-----------|----|------|------------|
| SKILL LEVEL | RANGE | | ATK+ | SUMMONINGS |
| 1 | 250 | 35 | 160 | 4 |
| 2 | 265 | 38 | 165 | 5 |
| 3 | 280 | 41 | 170 | 6 |
| 4 | 295 | 44 | 174 | 1 |
| 5 | 310 | 47 | 178 | 8 |
| 6 | 325 | 50 | 182 | 9 |
| 7 | 340 | 53 | 185 | 10 |
| 8 | 355 | 56 | 188 | 11 |
| 9 | 370 | 59 | 191 | 12 |
| 10 | 385 | 62 | 194 | 13 |

Volg uses his summon to physical wound and Paralyze enemies. This Link Spell is quite heavy in Skill Points, and Volg often cannot hold up to the costs of the higher-rank versions of the spell.

This Guardian Summon is more appropriately used for getting a breather than for bringing down piles of enemies.

BATTLE CRY

| STATS: AUT | STATS: AUTO SKILL | | | | |
|-------------|-------------------|--|--|--|--|
| SKILL LEVEL | ATK + (%) | | | | |
| 1 | 5 | | | | |
| 2 | 9 | | | | |
| 3 | 13 | | | | |
| 4 | 16 | | | | |
| 5 | 19 | | | | |
| 6 | 22 | | | | |
| 7 | 24 | | | | |
| 8 | 26 | | | | |
| 9 | 28 | | | | |
| 10 | 30 | | | | |

Battle Cry improves Volg's Attack based on this level of Skill Points. This means a higher-Intelligence Volg gets quite a bit from those, while the more common Volg builds only gain moderately. For the best return on investment, put three points in earlier on, then only continue during Advanced Mode play or if you are augmenting Volg's Intelligence anyway.

FAST MOVE

| STATS: | STATS: AUTO SKILL | | | | | |
|-------------|--------------------------|--|--|--|--|--|
| SKILL LEVEL | MOVEMENT IMPROVEMENT (%) | | | | | |
| 1 | 10 | | | | | |
| 2 | 16 | | | | | |
| 3 | 22 | | | | | |
| 4 | 27 | | | | | |
| 5 | 32 | | | | | |
| 6 | 37 | | | | | |
| 7 | 41 | | | | | |
| 8 | 45 | | | | | |
| 9 | 49 | | | | | |
| 10 | 53 | | | | | |

Volg is already one of the fastest characters in the game, and this Auto Skill pushes him over the top. In the hands of an active player, Fast Move is tremendously fun because of what it allows Volg to do. He can position himself anywhere without enemy squads having a say in the matter. The only problem at all is that the Al goes a bit rampant if Volg is too fast, and he gets himself in trouble.

LUCKY STRIKE

| STATS: | STATS: AUTO SKILL | | | | |
|-------------|----------------------------------|--|--|--|--|
| SKILL LEVEL | CRITICAL RATE BONUS BY CHAIN (%) | | | | |
| 1 | 25 | | | | |
| 2 | 49 | | | | |
| 3 | 73 | | | | |
| 4 | 96 | | | | |
| 5 | 119 | | | | |
| 6 | 142 | | | | |
| 7 | 164 | | | | |
| 8 | 186 | | | | |
| 9 | 208 | | | | |
| 10 | 230 | | | | |

There is no lasting cost for having a high Lucky Strike, and this entirely fits Volg's style of heated combat.

Take this early and keep raising it as often as possible. Improve Gatling Punch as well, and watch what happens!

The Al does not make as much use of this as a player can, so this particular build gains tremendous value if you have a friend to take over Volg's actions.

COUNTERATTACK

| SKILL LEVEL | COUNTERATTACK RATE (% |
|-------------|-----------------------|
| 1 | 1 |
| 2 | 13 |
| 3 | 19 |
| 4 | 24 |
| 5 | 29 |
| 6 | 34 |
| 7 | 38 |
| 8 | 42 |
| 9 | 46 |
| 10 | 50 |

but Shining Tears has such large-scale fights that this Skill isn't overpowered. Indeed, Volg gets to return a number of attacks, but the damage isn't terribly high compared to the platters of suffering that he delivers to squads on a regular basis. Best to put in a few ranks here in Volg's middle levels.





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MAO

Mao is not a backline character! Indeed, this fiery girl is fast, aggressive, and able to deal substantial damage to the enemy with her attacks. Using medium- and close-range special abilities, Mao is ready to stand beside her partner and fight to the end. Instead of reducing damage taken by the party with Defense, Mao goes toward more evasive powers, making it hard for the enemy to land strikes in the first place. This gives battles almost an all-or-nothing aspect, where luck determines quite a bit of your party's performance. As with Volg, players need a heavy supply of healing items to ensure that nothing goes wrong. For fast fighting and racing through levels in general, Mao is the person for you.

BIOGRAPHY

Mao is one-quarter beast and was raised in Shildia. Caught with one foot in two different worlds, she has few close friends among either the Beasts or Humans of the city. Currently, she works as a representative of the King, investigating various problems within Shildia. Happy and flirtatious on the surface, Mao has a quiet and reflective side that rarely shows until she trusts someone.

EQUIPMENT

Mao's desired equipment varies quite a bit depending on whether you focus on her Strength or Intelligence abilities. Either way, she receives high-movement Ninja gear early on by focusing on Agility, something she wants to have in the first place. Certainly grab that for armor, then try to find a helm that either is high on Defense (for Attack builds) or raises Magic (for Intelligence builds).

Supplement either Mao's damage with a good elemental or poison-based accessory. Alternately, to be on the safe side, take a Dodge Brooch and further increase her chance to avoid attacks.

STRATEGIES AND TACTICS

Use Mao to encircle enemy squads. Have your primary character rush forward with his or her Single Skills, then use Mao to flank and punish stragglers and other loose targets. Though this takes practice for single players, it's extremely rewarding to use Mao with a two-player setup.

Work hard to upgrade Mao's weaponry as soon as possible. The moment Xion hits Level 20, get Mao her third-tier weapon. Because so many of Mao's actions don't have huge Attack bonuses, it's crucial to have the best weapon available!

SKILLS

PHANTOM DASH

STATS: RUNNING ABILITY

Phantom Dash gives Mao an evasive run. This makes it easy to get her into position for flanking enemies and bringing firepower to bear from multiple sides.

FIRE FUGUE

| STAT: | STATS: SINGLE SKILL | | | | | | |
|-------------|---------------------|----|------|--------------|-------------------|-------------------|--|
| SKILL LEVEL | MAX CHARGE | SP | MAG | MAX DIAMETER | RANGE+ | PENETRATION | |
| 1 | 1 | 2 | +80 | 32 | 144 | 0 | |
| 2 | 1 | 2 | +91 | 32 | 144 | 0 | |
| 3 | 2 | 3 | +99 | 40 | 156 | 1 | |
| 4 | 2 | 3 | +107 | 40 | 156 | 1 | |
| 5 | 2 | 3 | +115 | 40 | 156 | 1 | |
| 6 | 3 | 4 | +121 | 48 | 168 | 2 | |
| 7 | 3 | 4 | +127 | 48 | 168 | 2 | |
| 8 | 3 | 4 | +133 | 48 | 168 | 2 | |
| 9 | 3 | 4 | +139 | 48 | 168 | 2 | |
| 10 | 4 | 5 | +144 | 56 | 180 | 3 | |
| | | | | | 1 - No. 1 - No. 1 | The second second | |

Fire Fugue is an Intelligence-based Ninja art that throws Fire toward one's foes. The diameter grows with higher ranks, but not to the point where it covers a huge area. Strength-based Mao builds are more effective using Kunai Toss instead, but players who are interested in developing Mao's Intelligence attacks should stick with a fair number of ranks in this Skill.

KUNAI TOSS

| STATS: | STATS: SINGLE SKILL | | | | | | |
|-------------|---------------------|-----|-----|---------|------|--|--|
| SKILL LEVEL | MAX CHARGE | SP | ATK | ATTACK# | ACC+ | | |
| 1 | 1 | 3 | +50 | 2 | 8 | | |
| 2 | 1 | 3 | +58 | 2 | 8 | | |
| 3 | 2 | 4 | +62 | 3 | 9 | | |
| 4 | 2 | 4 | +67 | 3 | 9 | | |
| 5 | 2 | 4 | +72 | 3 | 9 | | |
| 6 | 3 | 5 | +75 | 4 | 10 | | |
| 7 | 3 | 5 | +79 | 4 | 10 | | |
| 8 | 3 | 5 | +83 | 4 | 10 | | |
| 9 | 3 | 5 | +87 | 4. | 10 | | |
| 10 | 4 | 6 * | +89 | 5 | 11 | | |

Over a short distance, this physical attack deals moderate damage and supports a primary character who is already engaging enemy forces. Though less damaging than the multi-attack Single Skills of some of the alternate characters, Kunai Toss is extremely inexpensive, so Mao is able to continually use this during each encounter. Because of this lower cost, Mao has fewer reasons not to take many ranks of Kunai Toss as the necessary number of attacks is highly needed, and paying several more Skill Points won't stop her from using it frequently.

WILDFIRE SILHOUETTE

CTATE: LINU CVIII

| SKILL LEVEL | RANGE | | MAG+ |
|-------------|-------|----|------|
| 1 | 250 | 3 | 210 |
| 2 | 265 | 4 | 226 |
| 3 | 280 | 5 | 242 |
| 4 | 295 | 6 | 256 |
| 5 | 310 | 7 | 270 |
| 6 | 325 | 8 | 284 |
| 7 | 340 | 9 | 296 |
| 8 | 355 | 10 | 308 |
| 9 | 370 | 11 | 320 |
| 10 | 385 | 12 | 332 |

Mao places a decoy between herself and the primary character. This decoy blasts enemies with Fire attacks if they come close enough. It's useful to have a low rank in this Skill and place the decoy before a particularly nasty fight with a large squad, but higher ranks of Wildfire Silhouette don't add quite enough power to be worthwhile for most builds.

SHINOBI RAID

| STATS: LINK SKILL | | | | | | | |
|-------------------|-------|------|------|------|------------|-----|--|
| SKILL LEVEL | RANGE | SP | ATK+ | MAG+ | DUPLICATES | ACC | |
| 1 | 250 | 8 | 110 | 110 | 3 | 10 | |
| 2 | 265 | 9 | 122 | 122 | 3 | 11 | |
| 3 | 280 | - 11 | 132 | 132 | 4 | 12 | |
| 4 | 295 | 12 | 142 | 142 | 4 | 13 | |
| 5 | 310 | 13 | 152 | 152 | 4 | 14 | |
| 6 | 325 | 15 | 161 | 161 | 5 | 15 | |
| 7 | 340 | 16 | 170 | 170 | 5 | 16 | |
| 8 | 355 | 17 | 179 | 179 | 5 | 17 | |
| 9 | 370 | 18 | 188 | 188 | 5 | 18 | |
| 10 | 385 | 20 | 196 | 196 | 6 | 19 | |

A single Mao can be a great thing, but this Link Skill makes it so that you get many Maos working together. Because of the substantial boost to Attack and Accuracy from this, the somewhat high Skill Point cost is decently offset.

SHADOW SLICE

| STATS: | LINK SKIL | .L | | |
|-------------|-----------|----|------|-----------|
| SKILL LEVEL | RANGE | SP | MAG+ | KNOCKBACK |
| 1 | 250 | 10 | 80 | 32 |
| 2 | 265 | 11 | 91 | 36 |
| 3 | 280 | 12 | 102 | 40 |
| 4 | 295 | 13 | 112 | 44 |
| 5 | 310 | 14 | 122 | 48 |
| 6 | 325 | 15 | 132 | 52 |
| 7 | 340 | 16 | 141 | 56 |
| 8 | 355 | 17 | 150 | 60 |
| 9 | 370 | 18 | 159 | 64 |
| 10 | 385 | 19 | 168 | 68 |

Mao uses this Intelligence-based attack to push enemies out of her way and deal damage to them as well. There is a fairly hefty setup time for the intended effect; this somewhat goes against the style of Mao. Indeed, use Shadow Slice for the Knockback when it is desired, but the damage is rarely worth the risk involved.



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GUARDIAN SUMMON

| KILL LEVEL | RANGE | SP | ATK+ | SUMMONINGS |
|------------|-------|----|------|------------|
| 1 | 250 | 35 | 210 | 4 |
| 2 | 265 | 38 | 231 | 5 |
| 3 | 280 | 41 | 252 | 6 |
| 4 | 295 | 44 | 272 | 7 |
| 5 | 310 | 47 | 292 | 8 |
| 6 | 325 | 50 | 312 | 9 |
| 7 | 340 | 53 | 331 | 10 |
| 8 | 355 | 56 | 350 | 11 |
| 9 | 370 | 59 | 369 | 12 |
| 10 | 385 | 62 | 388 | 13 |

Mao has a physical summon spell that costs a great deal and does quite high damage to her enemies. While slow to use, this ability complements her attacks better than a number of the summons for other characters, especially if you design her to have a high Attack in the first place.

POISON BLADE

| STATS: A | UTO SKILL |
|-------------|---------------------|
| SKILL LEVEL | ADDED POISON DAMAGE |
| 1 | 2 |
| 2 | 3 |
| 3 | 4 |
| 4 | 5 |
| 5 | 6 |
| 6 | 1 |
| 1 | 8 |
| 8 | 9 |
| 9 | 10 |
| 10 | 11 |

This Auto Skill doesn't scale wonderfully, but the amount of bonus damage Mao adds to her fast attacks is always better than nothing, and even a few ranks of Poison Blade give her the chance to improve her overall performance. Take the first point of Poison Blade almost instantly with her, then add more points much later on in her career.

ELUSION

| STATS: AU | STATS: AUTO SKILL | | | |
|-------------|-------------------|--|--|--|
| SKILL LEVEL | EVASION + (%) | | | |
| 1 | 6 | | | |
| 2 | 10 | | | |
| 3 | 14 | | | |
| 4 | 17 | | | |
| 5 | 20 | | | |
| 6 | 23 | | | |
| 7 | 25 | | | |
| 8 | 27 | | | |
| 9 | 29 | | | |
| 10 | 31 | | | |

Mao doesn't get to slip into heavy armor very often, and her Hit Points don't top the charts either. Having a high Evasion is her best way to survive during intense engagements, so this Auto Skill cannot be ignored!

VANISHING MIST

| SKILL LEVEL | ACTIVATION (%) | DISTANCE |
|-------------|----------------|----------|
| 1 | 7 | 40 |
| 2 | 11 | 44 |
| 3 | 15 | 48 |
| 4 | 18 | 52 |
| 5 | 21 | 56 |
| 6 | 24 | 60 |
| 7 | 26 | 64 |
| 8 | 28 | 68 |
| 9 | 30 | 72 |
| 10 | 32 | 76 |

Combined with Elusion, Mao uses this Skill to blink out of the way from enemy attacks. The first five ranks of this Auto Skill are effective. After that, it's wise to add more ranks only when you have spare points.

CICADA'S SHELL STATS: AUTO SKILL

| SKILL LEVEL | INITIAL (%) | STANDARD ACTIVATION (%) | HP RESTORED (%) |
|-------------|-------------|-------------------------|-----------------|
| 1 | 95 | 1 | 14 |
| 2 | 95 | 14 | 18 |
| 3 | 96 | 20 | 22 |
| 4 | 96 | 26 | 26 |
| 5 | 96 | 32 | 30 |
| 6 | 97 | 37 | 34 |
| 7 | 97 | 42 | 38 |
| 8 | 97 | 47 | 42 |
| 9 | 97 | 52 | 46 |
| 10 | 98 | 56 | 50 |

suffers mortal damage. The first time this occurs in a battle, her percentage chance is very high, but this number drops quite a bit for future woundings. Even aggressive Mao builds should have about three ranks of Cicada's Shell, since that raises her chances dramatically without a huge investment of points. More defensive builds can use Elusion, Vanishing Mist, and this Auto Skill together to create a defensive powerhouse without even dreaming of heavy armor.









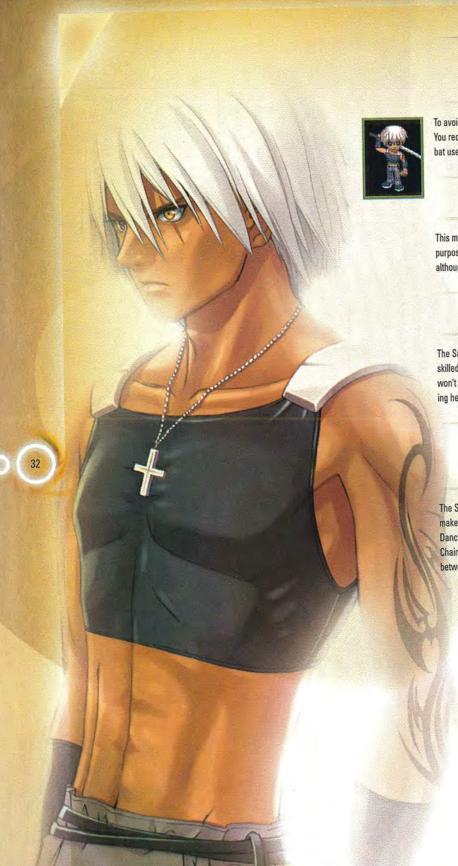












THE SAMURAI

To avoid spoiling anything, this section talks almost entirely about the abilities of this character. You receive this Samurai later in the game. Possessing some of Xion's aspects, in terms of combat use, the Samurai is less group-based and has a more direct focus on Strength and Attack.

BIOGRAPHY

This mysterious Samurai has trained for some time in the use of his weapons, although the purpose behind his dedication has yet to be discovered. He joins the group for his own reasons, although he has close ties with one significant member.

EQUIPMENT

The Samurai can wear the fast-moving Sarashi armor, but he soon rises to better things with a skilled party. He requires Agility and Constitution for many functions anyway, so heavier armors won't be a problem. Raise Strength far more than Intelligence, and wear one of the Attack-raising helms for fair protection and a bit more impact in battle.

STRATEGIES AND TACTICS

The Samurai feels like a less team-oriented Xion. Able to deal damage and survive decently, he makes a very strong pairing with just about any other character. For a simple strategy, use Moon Dance to build Chain value while hitting squads on their flank and let Xion run up the center. Max Chain Power and Attack Up, and perk Moon Dance to a fair level. Against bosses, sandwich them between Xion and the Samurai, then use fully-charged Moon Dance attacks.

SKILLS

MOONLIGHT FANG

STATS: RUN ABILITY

The Samurai's Run Ability is very active. He cuts at enemies while running, dealing some damage and moving them out of the way with a Knockback effect.

MOON DANCE

| STATS: | SINGLE SI | KILL | | | |
|-------------|------------|------|-----|----------|------|
| SKILL LEVEL | MAX CHARGE | SP | ATK | ATTACK # | ACC+ |
| 1 | 1 | 6 | +50 | 4 | 8 |
| 2 | - 1 | 6 | +58 | 4 | 8 |
| 3 | 2 | 7 | +62 | 5 | 9 |
| 4 | 2 | 7 | +67 | 5 | 9 |
| 5 | 2 | 7 | +72 | 5 | 9 |
| 6 | 3 | 8 | +75 | 6 | 10 |
| 7 | 3 | 8 | +79 | 6 | 10 |
| 8 | 3 | 8 | +83 | 6 | 10 |
| 9 | 3 | 8 | +87 | 6 | 10 |
| 10 | 4 | 9 | +89 | 1 | 11 |

Moon Dance is a squad- and boss-killer that delivers on both damage and flexibility. Similar to Thousand Thrust, the Samurai uses this as a lead-in to the fighting that he plans against many targets. It is easy to use Moon Dance because of the long range of this character's Katana.

MOONLIT DAWN

| STATS: | SINGLE SI | (ILL | | | |
|-------------|------------|------|------|-------|------|
| SKILL LEVEL | MAX CHARGE | SP | ATK | LUNGE | ACC+ |
| 1 | 1 | 3 | +90 | 32 | 8 |
| 2 | 1 | 3 | +99 | 32 | 8 |
| 3 | 2 | 4 | +105 | 48 | 9 |
| 4 | 2 | 4 | +111 | 48 | 9 |
| 5 | 2 | 4 | +117 | 48 | 9 |
| 6 | 3 | 5 | +122 | 64 | 10 |
| 7 | 3 | 5 | +127 | 64 | 10 |
| 8 | 3 | 5 | +132 | 64 | 10 |
| 9 | 3 | 5 | +137 | 64 | 10 |
| 10 | 4 | 6 | +141 | 80 | 11 |

Moonlit Dawn is very inexpensive and throws the enemies about while dealing fair damage Though narrower in focus than Moon Dance, Moonlit Dawn can be very useful for moving through enemy forces. Think of this more as a positioning tool than a destroyer of worlds.

TWIN MOON WAVE

| STATS: LI | NK SKILL | | | |
|-------------|----------|----|------|-------------------|
| SKILL LEVEL | RANGE | SP | ATK+ | |
| 1. | 250 | 10 | 80 | Cloude |
| 2 | 265 | 11 | 93 | Character: |
| 3 | 280 | 12 | 106 | |
| 4 | 295 | 13 | 118 | Equipmen |
| 5 | 310 | 14 | 130 | O Chaibine |
| 6 | 325 | 15 | 142 | |
| 7 | 340 | 16 | 153 | File. |
| 8 | 355 | 17 | 164 | Strategy Strategy |
| 9 | 370 | 18 | 175 | |
| 10 | 385 | 19 | 186 | Malkthon |
| | | | | 1 1 Wallethron |

Twin Move Wave has a moderate price in Skill Points, but the Samurai and Xion are able to use it well together. Against both bosses and squads, this Link Attack lands quite effectively. Use Moon Dance for fights that are more immediate and Twin Moon Wave when planning and positioning are easier to manage.

MOONGLOW THRUST

| | STATS: LINK SKILL | | | | | |
|----|-------------------|-------|----|------|------|--|
| | SKILL LEVEL | RANGE | SP | ATK+ | ACC+ | |
| 19 | 1 | 250 | 3 | 120 | 10 | |
| | 2 | 265 | 4 | 135 | 11 | |
| - | 3 | 280 | 5 | 150 | 12 | |
| | 4 | 295 | 6 | 164 | 13 | |
| | 5 | 310 | 7 | 178 | 14 | |
| | 6 | 325 | 8 | 192 | 15 | |
| | 1 | 340 | 9 | 205 | 16 | |
| | 8 | 355 | 10 | 218 | 17 | |
| | 9 | 370 | 11 | 231 | 18 | |
| 10 | 10 | 385 | 12 | 244 | 19 | |

Moonglow Thrust is harder to line up and prepare than Twin Moon Wave and its cost is higher than Moonlit Dawn. For most purposes, it's easier to use a Single Skill when this effect is desired than to run the risk of harm by waiting for a Link Skill.

HALF-MOON SLICE

| SKILL LEVEL | RANGE | | ATK + | ACC+ |
|-------------|-------|----|-------|------|
| 1 | 250 | 10 | 90 | 10 |
| 2 | 265 | 11 | 102 | 11 |
| 3 | 280 | 12 | 114 | 12 |
| 4 | 295 | 13 | 125 | 13 |
| 5 | 310 | 14 | 136 | 14 |
| 6 | 325 | 15 | 147 | 15 |
| 7 | 340 | 16 | 157 | 16 |
| 8 | 355 | 17 | 167 | 17 |
| 9 | 370 | 18 | 177 | 18 |
| 10 | 385 | 19 | 187 | 19 |

Half-Moon Slice is more Accurate than Twin Moon Wave for the same price, and the damage done is similar, but the area involved is not as large. This makes Half-Moon Slice more of a bossfocused Link Skill than a squad buster.



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| STATS: | LINK SKII | L. | | |
|-------------|-----------|----|------|------------|
| SKILL LEVEL | RANGE | SP | ATK+ | SUMMONINGS |
| 1 | 250 | 35 | 260 | 4 |
| 2 | 265 | 38 | 280 | 5 |
| 3 | 280 | 41 | 300 | 6 |
| 4 | 295 | 44 | 319 | 1 |
| 5 | 310 | 47 | 338 | 8 |
| 6 | 325 | 50 | 357 | 9 |
| 7 | 340 | 53 | 375 | 10 |
| 8 | 355 | 56 | 393 | 11 |
| 9 | 370 | 59 | 411 | 12 |
| 10 | 385 | 62 | 429 | 13 |

This Guardian Summon is centered on dealing damage without adding status effects or other such debuffs.

ATTACK UP

| STATS: AUTO SKILL | | | | |
|-------------------|-------|---|--|--|
| SKILL LEVEL | ATK + | | | |
| 1 | 5 | | | |
| 2 | 8 | | | |
| 3 | 11 | | | |
| 4 | 13 | _ | | |
| 5 | 15 | | | |
| 6 | 17 | | | |
| 7 | 19 | | | |
| 8 | 21 | | | |
| 9 | 23 | | | |
| 10 | 25 | | | |

As with many of the other characters' Auto Skills, this adds free damage to the Samurai's attacks without more than the initial investment of points. Take this up a number of ranks early on, then work to master the entire Skill later.

ELUSION

| STATS: AL | STATS: AUTO SKILL | | | | |
|-------------|-------------------|--|--|--|--|
| SKILL LEVEL | EVASION + (%) | | | | |
| 1 | 6 | | | | |
| 2 | 10 | | | | |
| 3 | 14 | | | | |
| 4 | 17 | | | | |
| 5 | 20 | | | | |
| 6 | 23 | | | | |
| 7 | 25 | | | | |
| 8 | 27 | | | | |
| 9 | 29 | | | | |
| 10 | 31 | | | | |
| | | | | | |

This Auto Skill functions in the exact way that Mao's does. And, much like Mao, this character requires the boost in damage avoidance that it provides!

STUN

| 100000000000000000000000000000000000000 | STATS: | AUTO SKILL |
|---|-------------|-------------------------|
| | SKILL LEVEL | CHANCE OF PARALYSIS (%) |
| | 1 | 3 |
| | 2 | 5 |
| | 3 | 1 |
| | 4 | 8 |
| - | 5 | 9 |
| | 6 | 10 |
| - | 7 | 11 |
| - | 8 | 12 |
| - | 9 | 13 |
| | 10 | 14 |
| | | |

Take Stun to at least rank six, once the other Auto Skills are in good shape. Though Stun isn't as major as the rest of the Samurai's passive abilities, it still provides a potent boost to his fighting style. By Paralyzing enemies with his attacks, this character dooms his targets without giving them any chance to return the favor. Thus, this is much more of a defensive ability than an offensive one.

CHAIN POWER

| KILL LEVEL | ATK + (BY % OF CHAIN) | MAXIMUM CHAIN |
|------------|-----------------------|---------------|
| 1 | 75 | 16 |
| 2 | 81 | 24 |
| 3 | 87 | 32 |
| 4 | 92 | 39 |
| 5 | 97 | 46 |
| 6 | 102 | 53 |
| 7 | 106 | 59 |
| 8 | 110 | 65 |
| 9 | 114 | 71 |
| 10 | 118 | 77 |

Boost Chain Power and practice Moon Dance to rack up said Chain values. Take this to higher ranks than Attack Up if the Samurai has an active player, because intelligent use of this character allows Chain Power to deal vast damage in comparison to other Skills.







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THE MINSTREL

Later in the game, Xion is joined by a Minstrel. This character is a ranged/magical person who acts in a supporting role. His primary contribution is to disable enemies and debuff them while a primary attacker does the real damage. Also, the Minstrel improves resistance to Lightning and raises magical defense.

BIOGRAPHY

The Minstrel is a kind and light-hearted person who cares deeply for others. He has a special relationship with someone in the group, encouraging them to find their way in the world. His optimistic personality is tempered by a meditative and reflective side, and he is very conscious of the effects that his words and actions may have.

EQUIPMENT

The Minstrel benefits a great deal from gaining magical ability over solid defense. Because he is a ranged character, it is not as crucial for him to have raw defense. Instead, concentrate on getting him equipment that raises magical ability. Small increases in Hit Points from item attributes don't hurt either.

You may decide that the Minstrel works best when ultraspecialized against casters OR aerial units. In that regard, chose equipment that concentrates on Intelligence and Magic, or move toward slightly more damage-defensive Agility-based armor.

STRATEGIES AND TACTICS

The Minstrel specializes in fights against aerial units and casters. His Auto Skills allow him to focus his power at a distance and defend himself against their attacks, using Anti-Aerial and Resist Magic. At closer ranges, the Minstrel's Thunder Ring gives him the protection that he needs while allowing his frontline partner to concentrate on the damage dealing. For smaller battles, allow the Minstrel to stay in the rear of the party using basic attacks, with Spark at hand to damage any foes that approach him.

This character also has Meditation, which allows him to restore his and his partner's Skill Points.

This cuts down on some of the restorative items needed, and allows you to used Skill Point-intensive magical spells liberally.

SKILLS

PEACE SONG

STATS: LOCK SKILL

This song disables enemies while the Minstrel is locked; it prevents them from countering the actions of your primary character (usually Xion).

SPARK

| STATS: SINGLE SKILL | | | | | |
|---------------------|------------|---|-----|---|--|
| SKILL LEVEL | MAX CHARGE | | MAG | MAX ENEMIES | |
| 1 | 1 | 5 | 85 | 3 | |
| 2 | 1 | 5 | 97 | 3 | |
| 3 | 2 | 6 | 106 | 4 1 | |
| 4 | 2 | 6 | 115 | 4 | |
| 5 | 2 | 6 | 124 | 4 | |
| 6 | 3 | 1 | 132 | 5 | |
| 7 | 3 | 7 | 140 | 5 | |
| 8 | 3 | 7 | 148 | 5 | |
| 9 | 3 | 1 | 156 | 5 | |
| 10 | 4 | 8 | 163 | 6 | |
| | | | | CONTRACTOR OF THE PARTY OF THE | |

This Intelligence-based skill brings down bolts of Lightning against any enemies near the Minstrel. However, it can only be used at close range, which is not his preferred position. It is worth putting a three or even four points into so that the Minstrel can protect himself if he gets swarmed, especially for an Intelligence-build Minstrel.

RAPID FIRE

| STATS: SINGLE SKILL | | | | | |
|---------------------|------------|------|-----|-----------|-----|
| SKILL LEVEL | MAX CHARGE | SP | ATK | # OF ATKS | ACC |
| 1 | 11 | 3 | 50 | 2 | 8 |
| 2 | 1 | 4 | 58 | 2 | 8 |
| 3 | 2 | 5 | 62 | 3 | 9 |
| 4 | 2 | 6 | 67 | 3 | 9 |
| 5 | 2 | 7 | 72 | 3 | 9 |
| 6 | 3 | 8 | 75 | 4 | 10 |
| 7 | 3 | 9 | 79 | 4 | 10 |
| 8 | 3 | 10 | 83 | 4 | 10 |
| 9 | 3 | 11 | 87 | 4 | 10 |
| 10 | 4 | 12 . | 89 | 5 | 11 |

The Minstrel fires off several attacks in rapid succession at range as a physical attack. This is very good against single targets, especially bosses. This can dramatically increase the damage output of the Minstrel. However, direct damage-dealing is not the Minstrel's specialty, rather, this Single Skill allows him to stay at range and contribute to basic combat.

SLOW MELODY

| SKILL LEVEL | RANGE | SP | SLOW CHANCE (%) |
|-------------|-------|----|-----------------|
| 1 | 250 | 2 | 37 |
| 2 | 265 | 2 | 43 |
| 3 | 280 | 2 | 48 |
| 4 | 295 | 2 | 53 |
| 5 | 310 | 2 | 57 |
| 6 | 325 | 2 | 61 |
| 1 | 340 | 2 | 65 |
| 8 | 355 | 2 | 68 |
| 9 | 370 | 2 | 71 |
| 10 | 385 | 2 | 74 |

This soothing melody slows the enemies within range. Because this effects enemies between the Minstrel and his partner, its main use is to help protect the Minstrel from being overwhelmed. This spell has a longer time to cast.

LIGHTNING MARCH

| STATS: | STATS: LINK SKILL | | | | | | | |
|-------------|-------------------|----|-----|---------|----------------|--|--|--|
| SKILL LEVEL | RANGE | SP | ATK | ACC (%) | PENETRATION (% | | | |
| 1 | 250 | 4 | 210 | 10 | 50 | | | |
| 2 | 265 | 5 | 228 | 11 | 50 | | | |
| 3 | 280 | 6 | 246 | 12 | 50 | | | |
| 4 | 295 | 7 | 263 | 13 | 50 | | | |
| 5 | 310 | 8 | 280 | 14 | 50 | | | |
| 6 | 325 | 9 | 297 | 15 | 50 | | | |
| 7 | 340 | 10 | 313 | 16 | 50 | | | |
| 8 | 355 | 11 | 329 | 17 | 50 | | | |
| 9 | 370 | 12 | 345 | 18 | 50 | | | |
| 10 | 385 | 13 | 361 | 19 | 50 | | | |

This Strength-based skill gives a physical attack in a linear direction from the Minstrel to his partner. The more points within it, the longer the line. This requires that the enemies be between the Minstrel and his partner, so it is better to use it only if the enemies are advancing on the Minstrel's position.

THUNDER RING

| SKILL LEVEL | RANGE | | MAG | MAX DIAMETER |
|-------------|-------|----|-----|--------------|
| 1 | 250 | 10 | 100 | 200 |
| 2 | 265 | 11 | 111 | 204 |
| 3 | 280 | 12 | 122 | 208 |
| 4 | 295 | 13 | 132 | 212 |
| 5 | 310 | 14 | 142 | 216 |
| 6 | 325 | 15 | 152 | 220 |
| 7 | 340 | 16 | 161 | 224 |
| 8 | 355 | 17 | 170 | 228 |
| 9 | 370 | 18 | 179 | 232 |
| 10 | 385 | 19 | 188 | 236 |

Two rings encircle the Minstrel and his partner, allowing them to simultaneous magically attack enemies within the ring's diameter. This is a lovely skill that allows the Minstrel to stay in a rear position while supporting his frontline partner and providing damage. This attack is best used against groups of enemies, especially where the frontliner is surrounded by the hordes.



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GUARDIAN SUMMON

| SKILL LEVEL | RANGE | | MAG | CONFUSION (%) |
|-------------|-------|----|-----|---------------|
| 1 | 250 | 35 | 220 | 40 |
| 2 | 265 | 38 | 250 | 40 |
| 3 | 280 | 41 | 276 | 55 |
| 4 | 295 | 44 | 302 | 55 |
| 5 | 310 | 47 | 328 | 55 |
| 6 | 325 | 50 | 350 | 70 |
| 1 | 340 | 53 | 372 | 70 |
| 8 | 355 | 56 | 394 | 70 |
| 9 | 370 | 59 | 416 | 70 |
| 10 | 385 | 62 | 436 | 85 |

The Guardian summon is a slow spell that calls a creature of the forest to magically attack anything within the range of the Minstrel and his partner. It also has a chance of giving confusion to your enemies. Although expensive in terms of Skill Points, it can be useful if the Minstrel gains too much attention from a swarm of foes.

RESIST THUNDER

| STATS: A | UTO SKILL |
|-------------|----------------------|
| SKILL LEVEL | LIGHTNING RESISTANCE |
| 1 | 1 |
| 2 | 13 |
| 3 | 19 |
| 4 | 24 |
| 5 | 29 |
| 6 | 34 |
| 7 | 38 |
| 8 | 42 |
| 9 | 46 |
| 10 | 50 |

The Minstrel's resistance to Lightning-based attacks is increased. This is a skill for the later game, where he has free points to invest. Pair this up with a high Resist Magic to create an extremely magically-resistant (especially against Lightning) character.

RESIST MAGIC

| STATS: AUTO SKILL | | | | | |
|-------------------|----|--|--|--|--|
| | | | | | |
| 1 | 6 | | | | |
| 2 | 11 | | | | |
| 3 | 16 | | | | |
| 4 | 20 | | | | |
| 5 | 24 | | | | |
| 6 | 28 | | | | |
| 7 | 31 | | | | |
| 8 | 34 | | | | |
| 9 | 37 | | | | |
| 10 | 40 | | | | |

This Auto Skill allows the Minstrel to be resistant to all forms of magic and is a great skill to invest in. With this, the Minstrel becomes a great character to take against casters and allows him increased survival against ranged units. Any long-term Minstrel users are wise to invest in this skill.

MEDITATION

| STATS: AUTO SKILL | | | | | |
|--|--|--|--|--|--|
| SKILL LEVEL | SP RECOVERY (PER 100 SECONDS) | | | | |
| 1 | 50 | | | | |
| 2 | 90 | | | | |
| 3 | 130 | | | | |
| 4 | 160 | | | | |
| 5 | 190 | | | | |
| 6 | 220 | | | | |
| 7 | 240 | | | | |
| 8 | 260 | | | | |
| 9 | 280 | | | | |
| 10 | 300 | | | | |
| The second secon | THE RESIDENCE AND ADDRESS OF THE PARTY OF TH | | | | |

Both party members benefit from an increased rate of Skill Point regeneration. This is a wonderful skill to invest in because it gives greater freedom and versatility to a party and lets them concentrate on their more-damaging attacks. The frontliner of the group can expend their Skill Points freely keeping the Minstrel safe, and the two can later pair up to create some mayhem later (like with a well-placed Thunder Ring).

ANTI-AERIAL

| STATS: | AUTO SKILL |
|-------------|------------------------------|
| SKILL LEVEL | DAMAGE BONUS VS. AERIALS (+% |
| 1 | 12 |
| 2 | 21 |
| 3 | 30 |
| 4 | 38 |
| 5 | 46 |
| 6 | 54 |
| 7 | 61 |
| 8 | 68 |
| 9 | 75 |
| 10 | 82 |

The Minstrel's damage against flying enemies is increased. This allows him to stay at range and damage some of the more manueverable enemies. Because the Minstrel is a good character to bring in against flying enemies, long-term Minstrel users gain great benefits in specializing him against these foes.



















Weapons are not purchased or found in Shining Tears. Instead, every character starts with a weapon and upgrades it by going to blacksmiths. There are many recipes that control how to advance the quality of your weapon, and this chapter allows players to skip the guesswork and get straight to the carnage.

Armor, helmets, and accessories are purchased and also dropped from enemies, but the system is similar for upgrading existing items from these categories.

This chapter also lists the prices and functions of usable items. Although far less complex than combat gear, these items are essential to the survival of most parties, especially in Advanced Mode, where every inch is a struggle for survival.

WEAPONS

Each character has a unique weapon set. There are four tiers for these weapons; the first tier has everyone's starting weapon. After that, tie two can be reached the moment you receive enough materials to make the conversion, which requires three different materials per conversion. Tiers three and four have level requirements before the blacksmiths are willing to complete the conversions for you.

at the northern blacksmith in the Blacksmiths' Quarters of Shildia. Upgrading from each tier causes a massive upswing in damage done!

The second form of change is to shift weapon types within a tier, which means changing the weapon name, but improving the item in less

smiths can be used to add bonuses to an item without changing its name or properties. This can be done at any blacksmith location.

Characters

Introduction

Materials are acquired as random drops from squad leaders and bosses or can be found in treasure chests.

There are three forms of improvement with weaponry. The most impressive is to upgrade a weapon from one tier to the next. This is done Strategy

dramatic ways. This is done to change attributes, elemental type, and so forth; the Dwarves of the caverns are able to do this. Finally, black-

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Note that damage bonuses to weapons are affected by the materials you add, but it's quite easy to simply stack on the tools you have in greater supply. For instance, if you plan on using Xion and Volg frequently, add bonuses to their weapons by giving the blacksmiths Holy Water, Shinobi Stones, and Pegasus Manes. These items are of almost no use unless you play Ryuna, Mao, or the Minstrel because you can only carry nine of any specific material at one time! Make those excess materials work for you instead of having them simply fill up space.



Read the following tables to find out which items are required for the first two weapon conversions. To add bonuses instead of changing an item, simply use items that are not a recipe for change. This can get expensive, but every extra point of attack makes a difference in the long run, so it's worth it, especially with later weapon tiers.

- Make weapon upgrades as soon as possible for primary characters. The money is trivial compared with the benefits
- Use excess materials for damage bonuses. Use materials for characters who aren't being played.





XION'S WEAPONRY

Xion uses a sword to dish out damage in melee. He has no problem keeping up with just about any of the aggressive characters in the lineup, and his weapon upgrades should take priority over others, since he is almost certain to be in your party for each encounter.



| TIER | NAME | LEVEL REQ | | ELEMENT | BONUSES |
|------|------------------|-----------|-----|-----------|----------------------------------|
| 1 | Bastard Sword | None | 10 | None | None |
| 2 | Chill Drifter | None | 25 | Ice | Ice Resistance +20 |
| 2 | Thunder Bringer | None | 35 | Lightning | Magic +5%/Paralysis 5% |
| 2 | Steel Slicer | None | 45 | None | Accuracy +5%/Critical +10% |
| 3 | Wind Cutter | 20 | 65 | None | Accuracy +10%/Strong Vs. Aerials |
| 3 | Shadow Slasher | 20 | 75 | None | Evasion +10/Critical +20% |
| 3 | Blaze Limiter | 20 | 85 | Fire | Magic +10% |
| 4 | Soul Breaker | 40 | 105 | None | Magic +25%/Cause Confusion 20% |
| 4 | Ice Disperser | 40 | 125 | Ice | Magic +15%/Freeze 5% |
| 4 | Stone Crusher | 40 | 135 | None | Knockback 20% |
| 4 | Lightning Fencer | 50 | 115 | Lightning | Defense +20/Attack Speed +30% |

UPGRADING TO TIER 2

| DESIRED WEAPON | MATERIALS | | | |
|-----------------|-------------------------------|--|--|--|
| Chill Drifter | Mithril + Unmelting Ice + Any | | | |
| Thunder Bringer | Mithril + Tourmaline + Any | | | |
| Steel Slicer | Mithril + Ceramic + Any | | | |

UPGRADING TO TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Wind Cutter | Thunder Bringer + Mithril + Ether + Any |
| Shadow Slasher | Chill Drifter + Mithril + Dark Matter + Any |
| Blaze Limiter | Steel Slicer + Mithril + Fire Crystal + Any |

UPGRADING TO TIER 4

| DESIRED WEAPON | MATERIALS |
|------------------|--|
| Soul Breaker | Blaze Limiter + Mithril + Dark Matter + Any |
| Ice Disperser | Shadow Slasher + Mithril + Unmelting Ice + Any |
| Stone Crusher | Blaze Limiter + Mithril + Ceramic + Any |
| Lightning Fencer | Wind Cutter + Mithril + Tourmaline + Any |

CHANGING WITHIN TIER 2

| DESIRED WEAPON | MATERIALS |
|-----------------|--|
| Thunder Bringer | Steel Slicer + Mithril + Ceramic + Tourmaline |
| Chill Drifter | Thunder Bringer + Mithril + Tourmaline + Unmelting Ice |
| Steel Slicer | Chill Drifter + Mithril + Unmelting Ice + Ceramic |

CHANGING WITHIN TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Wind Cutter | Shadow Slasher + Mithril + Dark Matter + Ether |
| Blaze Limiter | Wind Cutter + Mithril + Ether + Fire Crystal |
| Shadow Slasher | Blaze Limiter + Mithril + Fire Crystal + Dark Matter |

CHANGING WITHIN TIER 4

| DESIRED WEAPON | MATERIALS | | | |
|------------------|---|--|--|--|
| Soul Breaker | Lightning Fencer + Mithril + Tourmaline + Dark Matter | | | |
| Lightning Fencer | Ice Disperser + Mithril + Unmelting Ice + Tourmaline | | | |
| Stone Crusher | Soul Breaker + Mithril + Dark Matter + Ceramic | | | |
| Ice Disperser | Stone Crusher + Mithril + Ceramic + Unmelting Ice | | | |

ELWYN'S WEAPONRY

Elwyn uses her bow to hit enemies at range. She can't dig into groups of foes quite as fiercely as Xion, but her ability to engage fast targets and casters at range is wonderful. Aerial beasts are the worst off, since they take extra damage with Elwyn around AND lose the advantage of being able to fly off to avoid harm.



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| | TIER | NAME | LEVEL REQ | ATK | ELEMENT | BONUSES |
|------------|------|---------------|-----------|-----|-----------|----------------------------------|
| (6) | 1 | Long Bow | None | 5 | None | None |
| | 2 | Hiemal Bow | None | 20 | lce | Ice Resistance +20 |
| | 2 | Whirlwind Bow | None | 30 | None | Accuracy +5%/Slow 10% |
| | 2 | Thunder Bow | None | 40 | Lightning | Paralysis 10% |
| | 3 | Exorcist Bow | 20 | 60 | None | Magic +20/Penetration +10% |
| 19 | 3 | Glacial Bow | 20 | 70 | Ice | Freeze 10% |
| | 3 | Hunter's Bow | 20 | 80 | None | Accuracy +10%/Anti-Aerial Attack |
| M | 4 | Charm Bow | 40 | 100 | None | Charm 20% |
| N. C. | 4 | Lightning Bow | 40 | 110 | Lightning | Penetration 30% |
| 1 | 4 | Snowstorm Bow | 40 | 120 | Ice | Knockback 20% |
| | 4 | Sure-Kill Bow | 50 | 130 | None | Accuracy +15%/Critical +30% |
| | | | | | | |

UPGRADING TO TIER 2

| | DESIRED WEAPON | MATERIALS | |
|----|----------------|---------------------------|--|
| Į, | Hiemal Bow | Yew + Unmelting Ice + Any | |
| 1 | Whirlwind Bow | Yew + Ether + Any | |
| 1 | Thunder Bow | Yew + Tourmaline + Any | |
| 7 | VI A | 1 1 1 1 1 1 | |
| 6 | LIDCDADING | C TO TIER ? | |

UPGRADING TO TIER 3

| MATERIALS |
|--|
| Thunder Bow + Yew + Orihalcum + Any |
| Hiemal Bow + Yew + Unmelting Ice + Any |
| Whirlwind Bow + Yew + Mithril + Any |
| |

UPGRADING TO TIER 4

| DESIRED WEAPON | MATERIALS | |
|----------------|---|--|
| Charm Bow | Exorcist Bow + Yew + Ether + Any | |
| Lightning Bow | Exorcist Bow + Yew + Tourmaline + Any | |
| Snowstorm Bow | Glacial Bow + Yew + Unmelting Ice + Any | |
| Sure-Kill Bow | Hunter's Bow + Yew + Dark Matter + Any | |

CHANGING WITHIN TIER 2

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Hiemal Bow | Thunder Bow + Yew + Tourmaline + Unmelting Ice |
| Whirlwind Bow | Hiemal Bow + Yew + Unmelting Ice + Ether |
| Thunder Bow | Whirlwind Bow + Yew + Ether + Tourmaline |

CHANGING WITHIN TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Exorcist Bow | Hunter's Bow + Yew + Mithril + Orihalcum |
| Glacial Bow | Exorcist Bow + Yew + Orihalcum + Unmelting Ice |
| Hunter's Bow | Glacial Bow + Yew + Unmelting Ice + Mithril |

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Charm Bow | Sure-Kill Bow + Yew + Dark Matter + Ether |
| Lightning Bow | Charm Bow + Yew + Ether + Tourmaline |
| Snowstorm Bow | Lightning Bow + Yew + Tourmaline + Unmelting Ice |
| Sure-Kill Bow | Snowstorm Bow + Yew + Unmelting Ice + Dark Matter |



RYUNA'S WEAPONRY

Ryuna has her staff, should she need to get into direct combat, but it certainly doesn't see as much direct action as most characters' weapons. Instead, Ryuna often stays back and uses her skills to keep the party going. Does this mean that you shouldn't bother to upgrade her staff? Hardly; the bonuses gained from using the higher staves are advantageous in magic use and recuperation! Thus, upgrading Ryuna's gear is just as important as with a frontline fighter.

| 20 | TIER | NAME | LEVEL REQ | ATK | ELEMENT | BUNUSES |
|-----|------|-----------------|-----------|-----|---------|-------------------------------------|
| 800 | 1 | Staff | None | 10 | None | None |
| - | 2 | Cane of Joy | None | 20 | None | Magic +15%/SP +20 |
| - | 2 | Cane of Sadness | None | 30 | None | Magic +15%/Curse 10% |
| - | 2 | Cane of Zeal | None | 40 | Fire | Magic +15%/Movement +20% |
| - | 3 | Cane of Chaos | 20 | 50 | None | Evasion +5%/Confusion 10% |
| - | 3 | Cane of Grief | 20 | 60 | None | Magic +20%/Slow 20% |
| - | 2 | Cane of Fear | 20 | 70 | None | Magic +20%/SP +40/Paralysis 15% |
| - | 4 | Cane of Peace | 40 | 80 | None | Magic +25%/HP and SP Recovery (Mid) |
| | 4 | Cane of Love | 40 | 90 | None | Magic +25%/SP Costs -30%/Charm 20% |
| | 4 | | 40 | 150 | None | Magic 30%/Attack Speed +30% |
| | 4 | Cane of Rage | 50 | 120 | None | Magic +30%/SP Recovery +30% |

| 4 | /_ARCHIO | 1000 | | THE REAL PROPERTY. | THE OWNER OF THE OWNER, THE OWNER |
|------|----------|------|----|--------------------|--|
| IPGE | RADI | NG | TO | TIE | R 2 |

| DESIRED WEAPON | MATERIALS | |
|-----------------|---------------------------------|--|
| Cane of Joy | Holy Water + Ether + Any | |
| Cane of Sadness | Holy Water + Ceramic + Any | |
| Cane of Zeal | Holy Water + Fire Crystal + Any | |

UPGRADING TO TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Cane of Chaos | Cane of Joy + Holy Water + Ceramic + Any |
| Cane of Grief | Cane of Sadness + Holy Water + Ether + Any |
| Cane of Fear | Cane of Zeal + Holy Water + Dark Matter + Any |

UPGRADING TO TIER 4

| DESIRED WEAPON | MATERIALS | |
|----------------|---|--|
| Cane of Peace | Cane of Grief + Holy Water + Orihalcum + Any | |
| Cane of Love | Cane of Awe + Holy Water + Orihalcum + Any | |
| Cane of Rage | Cane of Fear + Holy Water + Dark Matter + Ceramic | |
| Cane of Awe | Cane of Chaos + Holy Water + Orihalcum + Any | |

CHANGING WITHIN TIER 2

| DESIRED WEAPON | MATERIALS |
|-----------------|--|
| Cane of Joy | Cane of Sadness + Holy Water + Ceramic + Ether |
| Cane of Sadness | Cane of Zeal + Holy Water + Fire Crystal + Ceramic |
| Cane of Zeal | Cane of Joy + Holy Water + Ether + Fire Crystal |

CHANGING WITHIN TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Cane of Fear | Cane of Grief + Holy Water + Ether + Dark Matter |
| Cane of Chaos | Cane of Fear + Holy Water + Dark Matter + Ceramic |
| Cane of Grief | Cane of Chaos + Holy Water + Ceramic + Ether |

CHANGING WITHIN TIER 4

| DESIRED WEAPON | MATERIALS | | | |
|----------------|--|--|--|--|
| Cane of Awe | Cane of Love + Holy Water + Mithril + Orihalcum | | | |
| Cane of Love | Cane of Peace + Holy Water + Mithril + Orihalcum | | | |
| Cane of Peace | Cane of Rage + Holy Water + Mithril + Orihalcum | | | |
| Cane of Rage | Cane of Awe + Holy Water + Mithril + Dark Matter | | | |

LAZARUS' WEAPONRY

Lazarus has incredible strength of arms and armor, so his upgrades focus on getting the big guy to deal massive damage at close range. Because Lazarus has many elemental weapons in his lineup, it is extremely important to avoid getting the same element with your primary character since this would make some enemies almost immune to your pair. Instead, get Lazarus the exact opposite elemental weapon as your primary character so that all the bases are covered and an enemy's weakness can be completely exploited.



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| | | HEN | IVAIVIE | TEACT HEA | MIN | ELLINEIU | |
|----|-------|-----|--------------|-----------|-----|-----------|-----------------------------------|
| | 111 | 1 | Axe | None | 20 | None | None |
| | | 2 | Red Axe | None | 50 | Flame | None |
| | Y | 2 | Blue Axe | None | 50 | Ice | None |
| | | 2 | Yellow Axe | None | 50 | Lightning | None |
| ./ | | 3 | Heat Axe | 20 | 80 | Fire | Fire Resistance +30 |
| 0 | la la | 3 | Cold Axe | 20 | 80 | Ice | Ice Resistance +30 |
| 00 | 9 | 3 | Shock Axe | 20 | 80 | Lightning | Lightning Resistance +30 |
| | 10 | 4 | Freezing Axe | 40 | 120 | Ice | Freeze 15% |
| | 10 | 4 | Spark Axe | 40 | 130 | Lightning | Paralysis 15% |
| | | 4 | Burning Axe | 40 | 140 | Fire | None |
| | 77 | 4 | Heavy Axe | 50 | 150 | None | Enemy Movement -30%/Confusion 20% |
| | | | | | | | |

UPGRADING TO TIER 2

| L | DESIRED WEAPON | MATERIALS |
|---|----------------|------------------------------------|
| ľ | Red Axe | Dragon Scale + Fire Crystal + Any |
| | Blue Axe | Dragon Scale + Unmelting Ice + Any |
| Ī | Yellow Axe | Dragon Scale + Tourmaline + Any |
| Ī | | |

LIPGRADING TO TIER 3

| | OI GINADIN | U TO TILITO |
|---|----------------|---|
| 1 | DESIRED WEAPON | MATERIALS |
| 6 | Heat Axe | Red Axe + Dragon Scale + Fire Crystal + Any |
| j | Cold Axe | Blue Axe + Dragon Scale + Unmelting Ice + Any |
| | Shock Axe | Yellow Axe + Dragon Scale + Tourmaline + Any |

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|-----|--|--|--|
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| DESIRED WEAPON | MATERIALS | | | |
|----------------|---|--|--|--|
| Freezing Axe | Cold Axe + Dragon Scale + Unmelting Ice + Any | | | |
| Spark Axe | Shock Axe + Dragon Scale + Tourmaline + Any | | | |
| Burning Axe | Heat Axe + Dragon Scale + Fire Crystal + Any | | | |

| CHANGING WITHIN TIER 2 | | |
|------------------------|---|--|
| DESIRED WEAPON | MATERIALS | |
| Red Axe | Yellow Axe + Dragon Scale + Tourmaline + Fire Crystal | |
| Blue Axe | Red Axe + Dragon Scale + Fire Crystal + Unmelting Ice | |

| CHAN | GING \ | NITHIN | TIER 3 |
|------|--------|--------|--------|
| | | | |

Yellow Axe

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Heat Axe | Shock Axe + Dragon Scale + Tourmaline + Fire Crystal |
| Cold Axe | Heat Axe + Dragon Scale + Fire Crystal + Unmelting Ice |
| Shock Axe | Cold Axe + Dragon Scale + Unmelting Ice + Tourmaline |

Blue Axe + Dragon Scale + Unmelting Ice + Tourmaline

| DESIRED WEAPON | MATERIALS | | |
|----------------|--|--|--|
| Freezing Axe | Heavy Axe + Dragon Scale + Orihalcum + Unmelting Ice | | |
| Spark Axe | Freezing Axe + Dragon Scale + Unmelting Ice + Tourmaline Spark Axe + Dragon Scale + Tourmaline + Fire Crystal | | |
| Burning Axe | | | |
| Heavy Axe | Burning Axe + Dragon Scale + Fire Crystal + Orihalcum | | |



NEIGE'S WEAPONRY

As a ranged character who uses intense magic, Neige doesn't need much direct attack power, but her wand upgrades dramatically improve her magical power, resistances, and recovery, depending on which upgrade you choose. Many of these weapons are non-elemental, so there aren't many concerns about using specific wands for certain levels.

| | TIER | NAME | LEVEL REQ | AIK | ELEMENT | BUNUSES |
|------|------|----------------|-----------|-----|---------|---|
| 1 | 1 | Wand | None | 10 | None | None |
| | 2 | Blue Wand | None | 30 | None | Magic +15%/Fire Resistance +15/Ice Resistance +10 |
| | 2 | Carnelian Wand | None | 30 | None | Magic +15%/Lightning Resistance +15/Fire Resistance +15 |
| 1 | 2 | Emerald Wand | None | 30 | None | Magic +15%/Ice Resistance +15/Lightning Resistance +10 |
| 1 | 2 | Crystal Wand | 20 | 50 | None | Magic +20%/All Resistances +10 |
| 1 | 2 | Pearl Wand | 20 | 60 | None | Magic +20%/Defense +20/Convert Damage to SP 10% |
| | 2 | Ice Wand | 20 | 80 | lce | Freeze 30% |
| | 3 | Sapphire Wand | 40 | 100 | None | Magic 25%/Ice Resistance +40/SP Use -30% |
| - | 4 | Ruby Wand | 40 | 100 | None | Magic +25%/Fire Resistance +40/SP Recovery (High) |
| ۱ | 4 | Topaz Wand | 40 | 100 | None | Magic +25%/Lightning Resistance +40 |
| 1 | 4 | Diamond Wand | 50 | 130 | None | Magic +25%/All Resistances +15 |
| - 12 | 4 | Diamona vvalia | 00 | 100 | | |

UPGRADING TO TIER 2

| DESIRED WEAPON | MATERIALS |
|----------------|---------------------------------|
| Amethyst Wand | Magestone + Fire Crystal + Any |
| Carnelian Wand | Magestone + Tourmaline + Any |
| Emerald Wand | Magestone + Unmelting Ice + Any |

UPGRADING TO TIER 3

| DESIRED WEAPON | MATERIALS |
|--|--|
| Crystal Wand | Carnelian Wand + Magestone + Ceramic |
| Pearl Wand | Amethyst Wand + Magestone + Ether |
| Ice Wand | Emerald Wand + Magestone + Unmelting Ice |
| Name and Address of the Owner, where the Owner, which is | |

UPGRADING TO TIER 4

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Sapphire Wand | Ice Wand + Magestone + Unmelting Ice + Any |
| Ruby Wand | Pearl Wand + Magestone + Fire Crystal + Any |
| Topaz Wand | Crystal Wand + Magestone + Tourmaline + Any |
| D' IMI I | O-14-1W Manastana (Oribalaum (Any |

CHANGING WITHIN TIER 2

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Amethyst Wand | Carnelian Wand + Magestone + Tourmaline + Fire Crystal |
| Carnelian Wand | Emerald Wand + Magestone + Unmelting Ice + Tourmaline |
| Emerald Wand | Amethyst Wand + Magestone + Fire Crystal + Unmelting Ice |

CHANGING WITHIN TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Crystal Wand | Pearl Wand + Magestone + Ceramic + Ether |
| Pearl Wand | Ice Wand + Magestone + Ether + Unmelting Ice |
| Ice Wand | Crystal Wand + Magestone + Unmelting Ice + Ceramic |

CHANGING WITHIN TIER 4

| DESIRED WEAPON | MATERIALS | |
|----------------|--|--|
| Sapphire Wand | Ruby Wand + Magestone + Fire Crystal + Unmelting Ice | |
| Ruby Wand | Diamond Wand + Magestone + Orihalcum + Fire Crystal | |
| Topaz Wand | Sapphire Wand + Magestone + Unmelting Ice + Tourmaline | |
| Diamond Wand | Topaz Wand + Magestone + Tourmaline + Orihalcum | |



and bonuses.

Volg's extremely short-range weaponry deals decent damage while leaving him mobile and light on his feet.

The attack bonuses aren't quite as high as some of the other frontliners, but Volg gains many interesting special bonuses from his selection of weapons. Volg is most powerfully used by a second player, since it takes a person with knowledge and skill to get the most out of his abilities

| 0 | Introduction |
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| Extras | |
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|--------|--|

| A STATE OF THE REAL PROPERTY. | IIEK . | NAME | LEVEL NEU | MIN | ELLINEIT | DOMOGEO |
|--|--------|---------------|-----------|-----|-----------|---------------------------------|
| 1 12 | 1 | Claw | None | 10 | None | None |
| 1 | 2 | Mosquito | None | 25 | None | Accuracy +5%/Poison Damage 6 |
| 1 | 2 | Phantom | None | 35 | None | Evasion +5%/Movement +20% |
| 1 1 | 2 | Lightning | None | 45 | Lightning | None |
| 12 | 3 | Shooting Star | 20 | 65 | None | Accuracy +10%/Movement +20% |
| Y | 3 | Thunderbolt | 20 | 75 | Lightning | Paralysis 10% |
| The state of the s | 3 | Tempest | 20 | 85 | Nothing | None |
| | 4 | Demon | 40 | 105 | None | Curse 20% |
| | 4 | Thunder Flash | 40 | 125 | Lightning | Movement +20%/Attack Speed +20% |
| | 4 | Mirage | 40 | 135 | None | Evasion +10%/Movement +30% |
| The second secon | 4 | Vampire | 50 | 115 | None | Convert Damage to HP 10% |

UPGRADING TO TIER 2

| DESIRED WEAPON | MATERIALS |
|----------------|--------------------------------|
| Mosquito | Beast Fang + Dark Matter + Any |
| Phantom | Beast Fang + Ether + Any |
| Lightning | Beast Fang + Tourmaline + Any |

UPGRADING TO TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|-------------------------------------|
| Shooting Star | Phantom + Beast Fang + Mithril |
| Thunderbolt | Lightning + Beast Fang + Tourmaline |
| Tempest | Mosquito + Beast Fang + Ether |

UPGRADING TO TIER 4

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Demon | Tempest + Beast Fang + Dark Matter + Any |
| Thunder Flash | Thunderbolt + Beast Fang + Tourmaline + Any |
| Mirage | Shooting Star + Beast Fang + Ether + Any |
| Vampire | Tempest + Beast Fang + Mithril + Any |

CHANGING WITHIN TIER 2 DESIRED WEAPON MATERIALS Mosquito Phantom + Beast Fang + Ether + Dark Matter Phantom Lightning + Beast Fang + Tourmaline + Ether Lightning Mosquito + Beast Fang + Dark Matter + Tourmaline

| CHANGING WITHIN THE C | | | |
|---|--|--|--|
| MATERIALS | | | |
| Tempest + Beast Fang + Ether + Mithril | | | |
| Shooting Star + Beast Fang + Mithril + Tourmaline | _ | | |
| Thunderbolt + Beast Fang + Tourmaline + Ether | | | |
| | MATERIALS Tempest + Beast Fang + Ether + Mithril Shooting Star + Beast Fang + Mithril + Tourmaline | | |

| CHANGIN | IG WITH | III | ER | 4 |
|---------|----------------|-----|----|---|
| | | | | |

| MATERIALS | |
|--|--|
| Mirage + Beast Fang + Mithril + Dark Matter | _ |
| Vampire + Beast Fang + Mithril + Tourmaline | |
| Thunder Flash + Beast Fang + Mithril + Ether | |
| Demon + Beast Fang + Mithril + Orihalcum | |
| | Mirage + Beast Fang + Mithril + Dark Matter Vampire + Beast Fang + Mithril + Tourmaline Thunder Flash + Beast Fang + Mithril + Ether |



MAO'S WEAPONRY

Mao has a great deal of impact in terms of physical damage, but she also has magical abilities. Between the two, she is easily one of the more damaging characters to bring into a skirmish. She is defensively weak early, so her weapon upgrades and skills make a difference in keeping her alive later in the game.

| TIER | NAME | LEVEL REQ | ATK | ELEMENT | BONUSES |
|------|------------|-----------|-----|---------|--|
| 1 | Tanto | None | 12 | None | Magic +5% |
| 2 | Hatsushimo | None | 30 | Ice | Freeze 10% |
| 2 | Kagerou | None | 40 | Fire | Evasion +5% |
| 2 | Hayate | None | 50 | None | Movement +20%/Attack Speed +20% |
| 3 | Wakaba | 20 | 70 | None | Magic +15%/Poison Damage 6/SP Recovery (Mid) |
| 3 | Yukikaze | 20 | 80 | Ice | Magic +15%/Freeze 15% |
| 3 | Shiranui | 20 | 90 | Fire | Magic +15%/Evasion +10% |
| 4 | Kamikaze | 40 | 110 | None | Drift Speed +20%/Attack Speed +20%/Critical +20% |
| 4 | Asahi | 40 | 120 | Fire | Magic +20%/SP Recovery (High) |
| 4 | Fubuki | 40 | 130 | Ice | Magic +20%/Knockback 20% |
| 1 | Kongou | 50 | 150 | None | All Resistances +15 |

UPGRADING TO TIER 2

| | DESIRED WEAPON | MATERIALS |
|---|----------------|-------------------------------------|
| Ī | Hatsushimo | Shinobi Stone + Unmelting Ice + Any |
| | Kagerou | Shinobi Stone + Fire Crystal + Any |
| | Hayate | Shinobi Stone + Ether + Any |
| - | | |

UPGRADING TO TIER 3

| DESIRED WEAPON | | MATERIALS | | |
|----------------|----------|--|--|--|
| Ī | Wakaba | Hayate + Shinobi Stone + Mithril + Any | | |
| Ī | Yukikaze | Hatsushimo + Shinobi Stone + Unmelting Ice + Any | | |
| | Shiranui | Kagerou + Shinobi Stone + Fire Crystal + Any | | |
| - | | | | |

UPGRADING TO TIER 4

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Kamikaze | Wakaba + Shinobi Stone + Ether + Any |
| Asahi | Shiranui + Shinobi Stone + Fire Crystal + Any |
| Fubuki | Yukikaze + Shinobi Stone + Unmelting Ice + Any |
| Kongou | Wakaba + Shinobi Stone + Ceramic + Any |

CHANGING WITHIN TIER 2

| DESIRED WEAPON | MATERIALS | | |
|----------------|---|--|--|
| Hayate | Kagerou + Shinobi Stone + Fire Crystal + Ether | | |
| Hatsushimo | Hayate + Shinobi Stone + Ether + Unmelting Ice | | |
| Kagerou | Hatsushimo + Shinobi Stone + Unmelting Ice + Fire Crystal | | |

CHANGING WITHIN TIER 3

| DESIRED WEAPON | MATERIALS | | |
|----------------|--|--|--|
| Shiranui | Yukikaze + Shinobi Stone + Unmelting Ice + Fire Crysta | | |
| Wakaba | Shiranui + Shinobi Stone + Fire Crystal + Mithril | | |
| Yukikaze | Wakaba + Shinobi Stone + Mithril + Unmelting Ice | | |

CHANGING WITHIN TIER 4

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Kamikaze | Kongou + Shinobi Stone + Ceramic + Ether |
| Asahi | Kamikaze + Shinobi Stone + Ether + Fire Crystal |
| Fubuki | Asahi + Shinobi Stone + Fire Crystal + Unmelting Ice |
| Kongou | Fubuki + Shinobi Stone + Unmelting Ice + Ceramic |

SAMURAI WEAPONRY

The Samurai uses long Eastern blades to cut his way into (and out of) problems. This weapon type automatically provides range and fair attack power, but many of the weapon upgrades are more on the modest side. The style of bonus effects includes interesting goodies, such as a damage shield. Many of these blades are not elemental, so that factor rarely comes into play.

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| |

Characters











| | The second secon | | | | | |
|------|--|-----------|-----|-----------|--------------------------|--|
| TIER | NAME | LEVEL REQ | ATK | ELEMENT | BONUSES | |
| 1 | Katana | None | 10 | None | None | |
| 2 | Purifier | None | 30 | None | Strong Vs. Undead | |
| 2 | Burning Edge | None | 40 | Fire | None | |
| 2 | Shocking Edge | None | 50 | Lightning | None | |
| 3 | Freezing Edge | 20 | 70 | Ice | Freeze 20% | |
| 3 | Crimson Lotus | 20 | 80 | Fire | None | |
| 3 | Soul Devourer | 20 | 90 | None | Restore SP by Damage 10% | |
| 4 | Mirror Blade | 40 | 110 | None | Damage Reflection 20% | |
| 4 | Inferno | 40 | 120 | Fire | Critical 20% | |
| 4 | Thunderclap | 40 | 130 | Lightning | Knockback 20% | |
| 4 | Life Eater | 50 | 140 | None | Restore HP by Damage 10% | |

UPGRADING TO TIER 2

| DESIRED WEAPON | MATERIALS |
|----------------|---------------------------------|
| Purifier | Tamahagane + Orihalcum + Any |
| Burning Edge | Tamahagane + Fire Crystal + Any |
| Shocking Edge | Tamahagane + Tourmaline + Any |
| | |

UPGRADING TO TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Freezing Edge | Purifier + Tamahagane + Unmelting Ice + Any |
| Crimson Lotus | Burning Edge + Tamahagane + Fire Crystal + Any |
| Soul Devourer | Shocking Edge + Tamahagane + Mithril + Any |

UPGRADING TO TIER 4

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Mirror Blade | Freezing Edge + Tamahagane + Orihalcum + Any |
| Inferno | Crimson Lotus + Tamahagane + Fire Crystal + Orihalcum |
| Thunderclap | Soul Devourer + Tamahagane + Mithril + Fire Crystal |
| Life Eater | Soul Devourer + Tamahagane + Dark Matter + Tourmaline |

CHANGING WITHIN TIER 2

| DESIRED WEAPON | MATERIALS |
|----------------|---|
| Shocking Edge | Burning Edge + Tamahagane + Fire Crystal + Tourmaline |
| Purifier | Shocking Edge + Tamahagane + Tourmaline + Orihalcum |
| Burning Edge | Purifier + Tamahagane + Orihalcum + Fire Crystal |

CHANGING WITHIN TIER 3

| | DESIRED WEAPON | MATERIALS |
|---|----------------|---|
| | Freezing Edge | Crimson Lotus + Tamahagane + Fire Crystal + Unmelting Ice |
| | Crimson Lotus | Soul Devourer + Tamahagane + Mithril + Fire Crystal |
| | Soul Devourer | Freezing Edge + Tamahagane + Unmelting Ice + Mithril |
| - | | |

| DESIRED WEAPON | MATERIALS |
|------------------------|--|
| Mirror Blade | Life Eater + Tamahagane + Mithril + Orihalcum |
| Inferno | Thunderclap + Tamahagane + Tourmaline + Fire Crystal |
| Thunderclap | Mirror Blade + Tamahagane + Mithril + Tourmaline |
| Life Eater | Inferno + Tamahagane + Fire Crystal + Dark Matter |
| NAME OF TAXABLE PARTY. | |



MINSTREL WEAPONRY

The Minstrel can support your main character in combat through ranged attacks and magic; the upgrades that his weapon receives reflect this by contributing all manner of bonuses. The raw attack value of the Minstrel's upgrades is not enough to make him a powerful force in close combat, but this is augmented by the ranged and magical abilities of the character. When complemented by the upgrade bonuses that fill this table, the Minstrel becomes even more capable of disrupting enemy formations and attacks.

| HEN | IVAIVIE | LEVEL REU | AIN | ELEMENT | BUNUSES |
|-----|-------------------|-----------|-----|-----------|----------------------------------|
| 1 | Harp | None | 15 | None | None |
| 2 | Medusa's Harp | None | 25 | None | Magic +10%/Slow 20% |
| 2 | Salamander's Harp | None | 35 | Fire | Fire Resistance +20 |
| 2 | Harpy's Harp | None | 45 | None | Movement +20%/Strong Vs. Aerials |
| 3 | Pan's Harp | 20 | 65 | None | Magic +15%/Confusion 20% |
| 3 | Phoenix's Harp | 20 | 75 | Fire | HP Recovery (High) |
| 3 | Titan's Harp | 20 | 85 | None | HP +100 |
| 4 | Gryphon's Harp | 40 | 125 | None | Strong Vs. Aerials |
| 4 | Zeus' Harp | 40 | 135 | Lightning | Accuracy +10% |
| 4 | Siren's Harp | 50 | 105 | None | Magic +20%/Charm 25% |
| 4 | Hydra's Harp | 50 | 115 | None | Poison 9/HP Recovery (High) |

| | DY | | DA | B | IN | C | TO | TI | E 1 | 2 |
|---|-----|-----|-----|--------|------|------|------------|-------|--------|-------|
| u | 100 | 9.1 | B 7 | 1 11/1 | 8 V. | t to | I II U III | B B I | 100 10 | W 400 |

| | DESIRED WEAPON | MATERIALS |
|---|-------------------|-----------------------------------|
| | Medusa's Harp | Pegasus Mane + Ceramic + Any |
| | Salamander's Harp | Pegasus Mane + Fire Crystal + Any |
| | Harpy's Harp | Pegasus Mane + Ether + Any |
| 2 | | |

UPGRADING TO TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Pan's Harp | Harpy's Harp + Pegasus Mane + Dark Matter + Any |
| Phoenix's Harp | Salamander's Harp + Pegasus Mane + Fire Crystal + Any |
| Titan's Harp | Medusa's Harp + Pegasus Mane + Mithril + Any |
| /// | AT THE RESIDENCE OF THE PARTY O |

UPGRADING TO TIER 4

| 7 | CALCULATION OF | | |
|---|----------------|---|---|
| | DESIRED WEAPON | MATERIALS | |
| | Gryphon's Harp | Phoenix's Harp + Pegasus Mane + Ether + Any | |
| | Zeus' Harp | Titan's Harp + Pegasus Mane + Tourmaline + Any | • |
| | Siren's Harp | Pan's Harp + Pegasus Mane + Orihalcum + Any | |
| | Hydra's Harp | Phoenix's Harp + Pegasus Mane + Dark Matter + Anv | |

CHANGING WITHIN TIER 2

| DESIRED WEAPON | MATERIALS |
|-------------------|---|
| Medusa's Harp | Harpy's Harp + Pegasus Harp + Ether + Ceramic |
| Salamander's Harp | Medusa's Harp + Pegasus Mane + Ceramic + Fire Crystal |
| Harpy's Harp | Salamander's Harp + Pegasus Mane + Fire Crystal + Ether |

CHANGING WITHIN TIER 3

| DESIRED WEAPON | MATERIALS |
|----------------|--|
| Pan's Harp | Titan's Harp + Pegasus Mane + Mithril + Dark Matter |
| Phoenix's Harp | Pan's Harp + Pegasus Mane + Dark Matter + Fire Crysta |
| Titan's Harp | Phoenix's Harp + Pegasus Mane + Fire Crystal + Mithril |

CHANGING WITHIN TIER 4

| DESIRED WEAPON | MATERIALS | |
|----------------|---|--|
| Gryphon's Harp | Hydra's Harp + Pegasus Mane + Dark Matter + Ether | |
| Zeus' Harp | Gryphon's Harp + Pegasus Mane + Ether + Tourmaline | |
| Siren's Harp | Zeus' Harp + Pegasus Mane + Tourmaline + Orihalcum | |
| Hydra's Harp | Siren's Harp + Pegasus Mane + Orihalcum + Dark Matter | |

HELMS

Helms provide additional defense to characters while often altering a character's magical abilities as well. Sometimes, helms are made to improve magic but lack some of the greater defense of alternatives. Others harm a character's magical potential but have additional physical defense. To use purely physical helms, look for the few that have no Intelligence requirement and put them on characters who rely heavily on their Strength. For casters, slip into Intelligence-based helms instead and seek the highest upgrade to their magical potential.





Characters

Characters that are either casters or melee types benefit the most from one-sided helms (e.g., Dragon Helm, Mage Cap, Sallet)

Helms with mixed stats are best for hybrid melee/magic builds (e.g., Light-Based Xion)

| Strategy | |
|----------|--|

Walkthrough

Global Bestiary

| NAME | DEFENSE | MAGIC(%) | STR REQ | INT REQ | SPECIAL |
|----------------|---------|----------|---------|---------|---------------------------------------|
| Сар | 5 | | 30 | 0 | None |
| Bandanna | 6 | | 27 | 27 | None |
| Katyusha | 7 | +10 | 0 | 36 | Equip: Only Female Characters |
| Mage Cap | 8 | +25 | 0 | 70 | Equip: Neige Only |
| Elf Hat | 10 | +15 | 35 | 37 | None |
| Silk Hat | 14 | | 36 | 45 | None |
| Open Helm | 15 | -10 | 42 | 0 | None |
| Circlet | 17 | +20 | 44 | 57 | None |
| Turban | 19 | | 49 | 35 | None |
| Halo | 19 | | 0 | 53 | HP Recovery (High) |
| Fire Halo | 19 | +20 | 0 | 56 | HP Recovery (Mid)/Fire Resistance +20 |
| Bow's Bandanna | 23 | - | 46 | 57 | Penetration +20%/Critical +30 |
| Feather Cap | 24 | +21 | 38 | 59 | None |
| Samurai Helmet | 27 | -15 | 52 | 0 | ATK +4 |
| Coronet | 33 | +30 | 48 | 69 | None |
| Magical Hat | 34 | +25 | 47 | 64 | None |
| Wolf Helm | 35 | -12 | 0 | 70 | Equip: Volg Only |
| Beret | 38 | | 57 | 48 | None |
| Horned Helm | 42 | +30 | 64 | 27 | Attack +10 |
| Devil Crown | 45 | +27 | 59 | 59 | None |
| Shako | 48 | | 66 | 44 | None |
| Corpse Crown | 48 | -16 | 42 | 42 | None |
| Sallet | 55 | -10 | 70 | -0 | None |
| Rune Helm | 56 | | 54 | 43 | Equip: Neige/Samurai Only |
| Black Helm | 68 | -10 | 60 | 47 | Equip: Volg/Mao Only |
| Full Helm | ` 69 | -10 | 75 | 47 | None |
| Dragon Helm | 69 | -12 | 77 | 0 | Equip: Lazarus Only |
| Mithril Helm | 104 | +20 | 67 | 47 | None |

| SPECIAL HELM UPGRADES | | | | |
|-----------------------|--|--|--|--|
| HELM NAME | FORMULAE | | | |
| Cat's Ears | Katyusha + Fire Crystal + Beast Fang + Shinobi Stone | | | |
| Coronet | Circlet + Orihalcum + Holy Water + Dark Matter | | | |
| Magical Hat | Silk Hat + Magestone + Tourmaline + Any | | | |
| Mithril Helm | Full Helm + Dark Matter + Mithril + Ceramic | | | |
| Turhan | Randana + Unmelting Ice + Vew + Any | | | |



ARMOR

Body armor is another heavy source of defense for each character. Some pieces of armor slow down characters, while a few are so light that characters move at a faster rate while wearing them. As with helms, there are attribute requirements for these items; in this case, Agility and Constitution are used to determine what a character can wear.



- Agility and Constitution determine armor use
- Some armor pieces can be dramatically upgraded at a Blacksmith

| STANDARD ARM | DEFENSE | MOVEMENT(%) | AGILITY REQ | CONSTITUTION REQ | SPECIAL |
|--|--|--|---|--|-----------------------|
| Robe | 5 | 100 | 22 | 0 | None |
| Shoulder Guard | 6 | 110 | 0 | 30 | None |
| A STATE OF THE PARTY OF THE PAR | 8 | 100 | 31 | 29 | None |
| Cloak Elf Jacket | 13 | 115 | 42 | 27 | Equip: Elwyn Only |
| AND DESCRIPTION OF THE PROPERTY OF THE PARTY | 15 | 123 | 54 | 0 | Equip: Mao Only |
| Ninja Gear | 16 | 110 | 43 | 31 | None |
| Vest | 20 | 100 | 34 | 36 | Equip: Ryuna Only |
| Chihaya | 21 | 100 | 39 | 44 | None |
| Coat | NAME AND ADDRESS OF THE OWNER, WHEN PERSON AND ADDRESS OF THE OWNER, W | 125 | 44 | 37 | Equip: Volg Only |
| Wolf Greaves | 22 | 100 | 30 | 47 | None |
| Leather Armor | 26 | 120 | 49 | 35 | None |
| Kung Fu Jacket | 29 | 100 | 42 | 42 | Protection Vs. Undead |
| Bone Mail | 30 | 87 | 29 | 40 | None |
| Rune Plate | 31 | 100 | 40 | 38 | Equip: Only Royalty |
| Royal Gown | 32 | 95 | 33 | 53 | None |
| Scale Armor | 34 | | 51 | 52 | Equip: Samurai Only |
| Sarashi | 35 | 120 | 36 | 58 | None |
| Ring Mail | 41 | 95 | 52 | 52 | Charm 50% |
| Loincloth of Virility | 47 | 110 | 53 | 53 | None |
| Gown | 50 | 110 | 37 | 67 | None |
| Chain Mail | 56 | 90 | THE RESERVE OF THE PERSON NAMED IN THE PERSON NAMED IN | 46 | None |
| High-Class Jacket | 58 | 120 | 60 | 0 | None |
| Silk Robe | 61 | 120 | 80 | AND DESCRIPTION OF THE PARTY OF | Equip: Volg/Mao Only |
| Black Mail | 65 | 92 | 43 | 49 | Equip: Lazarus Only |
| Dragon Armor | 67 | 85 | 0 | 61 | Protection Vs. Undead |
| Centaur Armor | 84 | 80 | 47 | 85 | Increased SP Use +50% |
| Magic Armor | 87 | 100 | 31 | 65 | None |
| Stage Dress | 89 | 125 | 90 | 0 | None |
| Metal Armor | 101 | 70 | 0 | 100 | None |
| Mithril Armor | 126 | 100 | 41 | 80 | None |
| Stone Armor | 140 | 60 | 0 | 120 | None |
| Inviolate Lingerie | 0 | 120 | 65 | 44 | None Evasion +45% |
| Armor of Light | 0 | 100 | 64 | 64 | Increased Resistances |
| Armor of Shadow | 0 | 100 | 64 | 64 | Damage Shield |
| AIIIIUI UI OIIauuvv | The second secon | THE RESERVE OF THE PARTY OF THE | THE RESERVE TO SHAPE THE PARTY OF THE PARTY | NAME AND ADDRESS OF THE OWNER, WHEN PERSON AND ADDRESS OF THE PERSON ADDRESS | |

| ARMOR NAME | FORMULAE |
|-----------------------|---|
| Armor of Light | Magic Armor + Ether + Orihalcum + Mithril |
| Armor of Shadow | Magic Armor + Ether + Dark Matter + Mithril |
| Blizzard Raiment | Chihaya + Pegasus Mane + Ether + Unmelting Ice |
| Coat | Cloak + Fire Crystal + Beast Fang |
| Inviolate Lingerie | Loincloth of Virility Orihalcum + Holy Water + Dark Matte |
| Judo Gi | Coat + Holy Water + Mithril + Tamahagane |
| Loincloth of Virility | Sarashi + Beast Fang + Dragon Scale + Tamahagane |
| Magic Armor | Plate Armor + Magestone + Orihalcum |
| Mithril Armor | Plate Armor + Dark Matter + Mithril + Ceramic |
| Mithril Robe | Robe + Mithril + Ceramic |
| Silk Robe | Robe + Pegasus Mane + Dragon Scale + Yew |
| Stage Dress | Silk Robe + Dragon Scale + Fire Crystal + Yew |
| Tempest Raiment | Chihaya + Pegasus Mane + Ether + Tourmaline |

ACCESSORIES

Customizing the accessories used for each mission can make all the difference between a frustrating time of things and a smooth run, because acces-

Accessories allow characters to fill out their various stats or give themselves bonuses to round out areas here they might otherwise be weak. This can mean enhanced HP/SP recovery, higher skills, or better attributes for a more direct boost. This slot is also used to equip enemy cards, dramatically reducing the damage your character takes from that variety of enemy.

sories can be tailored to the strengths and weakness of each party member and the enemies that they encounter during the mission.



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| NAME | LEVEL REQ | BONUSES |
|--------------------|--------------|---|
| Attack Brooch | 1 | Attack Power +15 |
| Book of Souls | 1 | Improves SP |
| Bronze Medal | 1 | HP +25 |
| Cosmic Disk | 1 | Magic +12 |
| Defense Brooch | 1 | Defense +15 |
| Magic Brooch | 1 | Magic Power +15 |
| Moon Pendant | 1 | SP +35 |
| Ruby Charm | 1 | Fire Resistance +35 |
| Sapphire Charm | 1 | Ice Resistance +35 |
| Survival Book | 1 | Improves HP (Based on Card Collection Size) |
| Topaz Charm | 1 | Lightning Resistance +35 |
| Air Bracelet | 8 | Increases Damage Vs. Aerials +50% |
| Amethyst Charm | 8 | Fire Resistance +22/Ice Resistance +22 |
| Carnelian Charm | 8 | Thunder Resistance +22/Fire |
| | | Resistance +22 |
| Dodge Brooch | 8 | Evasion +15% |
| Emerald Charm | 8 | Ice Resistance +22/Lightning Resistance +22 |
| Holy Bracelet | 8 | Protection Vs. Undead |
| Magatama | 8 | Halves Damage From Poison |
| Target Brooch | 8 | Accuracy +15% |
| Blessing Gem | 10 | Blessing Skill +3 |
| Blizzard Gem | 10 | Blizzard Skill +3 |
| Cure Gem | 10 | Cure Skill +3 |
| Double Attack Gem | 10 | Double Attack Skill +3 |
| Dragon Spiral Gem | 10 | Dragon Spiral Skill +3 |
| Drill Crusher Gem | 10 | Drill Crusher Skill +3 |
| Elemental Shot Gem | 10. | Elemental Shot Skill +3 |
| Fire Fugue Gem | 10 | Fire Fugue Skill +3 |
| Gatling Punch Gem | 10 | Gatling Punch Skill +3 |
| Gravity Slash Gem | 10 | Gravity Slash Skill +3 |
| Ice Breath Gem | 10 | Ice Breath Skill +3 |
| Ice Wall Gem | 10 | Ice Wall Skill +3 |
| Ironskin Gem | 10 | Ironskin Skill +3 |

Kunai Toss Skill +3

Increases Money Drops

Medal of Blessing

| NAME | LEVEL REQ | BONUSES |
|-------------------------|--------------|---|
| Meditation Gem | 10 | Meditation Skill +3 |
| Multishot Gem | 10 | Multishot Skill +3 |
| Return Arrow Gem | 10 | Return Arrow Skill +3 |
| Shadow Slice Gem | 10 | Shadow Slice Skill +3 |
| Spark Gem | 10 | Spark Skill +3 |
| Spiritual Ward Gem | 10 | Spiritual Ward Skill +3 |
| Thousand Thrust Gem | 10 | Thousand Thrust Skill +3 |
| Thunder Blade Gem | 10 | Thunder Blade Skill +3 |
| Thunder Ring Gem | 10 | Thunder Ring Skill +3 |
| Twin Tackle Gem | 10 | Twin Tackle Skill +3 |
| Wildfire Silhouette Gem | 10 | Wildfire Silhouette Skill +3 |
| Crystal Charm | 14 | All Attributes +17 |
| Poison Bracelet | 14 | Adds Poison Damage +8 |
| Amber Bracelet | 20 | Attack Power +12/Lightning Attribute |
| Blam Bracelet | 20 | Adds Knockback to Weapon Attacks |
| Cobalt Bracelet | 20 | Attack Power +12/Ice Attribute |
| Critical Bracelet | 20 | Critical +20% |
| Crystal Bracelet | 20 | Attack Power +12/Non-Elemental |
| Penetrate Bracelet | 14 | Adds to Penetration 20% |
| Quick Brooch | 20 | Attack Speed +30% |
| Rest Jewel | 20 | SP Recovery (High) |
| Scarlet Bracelet | 20 | Attack Power +12/Fire Attribute |
| Silver Medal | 20 | HP +35 |
| Spike | 20 | Can Curse Enemies |
| Stun Bracelet | 20 | Paralysis +20% |
| Diamond Charm | 25 | All Resistances +20 |
| Draconic Amulet | 25 | DEF +10, All Resists +10, EVA +5, Ryuna/Lazarus Only |
| Star Pendant | 25 | SP +55 |
| Gold Medal | 35 | HP +45 |
| Advanced Scope | 40 | Accuracy +25% |
| Demon Book | 40 | Magic Power +30 |
| Healing Jewel | 40 | HP Recovery (High) |
| Seeing Stooping | 40 | Damage Shield 30% |
| Nebula Pendant | 45 | SP +70 |
| Platinum Medal | 50 | HP +55 |
| Super Advanced Scope | 60 | |



CONSUMABLE

Various additional restorative items and attack devices are available for purchase in *Shining Tears*, and there are a few items that are only found randomly from chests and slain enemies. Some players prefer to stockpile items for a rainy day, but this is a game that is made far more difficult when these items aren't used. It is far better to rely on these extra goodies during heated battles than to be stingy and fall prematurely, and losing all your hard-earned money in the process.



Only 9 of each type of item can be carried at a time. However, because there is the option to retreat at any time during a mission, depleting supplies of an item is not a serious concern. That being said, retreating from a battle causes a loss of bonus experience gained at the completion of a mission. To maximize your rewards, especially in the late game, enter dangerous missions fully stocked and budget your item use in mission.

| CONSUMABLES | COCT/C) | FUNCTION |
|---|--|---|
| ITEM | COST(G) | |
| Herb | 90 | Restores 30 HP to Party |
| Recovery Fruit | 240 | Restores 60 HP to Party |
| Healing Drop | 600 | Restores 120 HP to Party |
| Healing Water | 1,500 | Restores 250 HP to Party |
| Moon Fragment | 45 | Restores 30 SP to Party |
| Star Crystal | 150 | Restores 60 SP to Party |
| Angel's Tears | 420 | Restores 120 SP to Party |
| Goddess' Tears | 1,250 | Restores 250 SP to Party |
| Pixie Dust | 40 | Removes All Status Effects From One Character |
| Antidote | 60 | Cures Poison in Party |
| A PROPERTY OF THE PARTY OF THE | 160 | Cures All Status Effects in Party |
| Panacea | 1,600 | Revives a Fall Partner |
| Soul Return | 40 | Draws Enemies Closer |
| Magic Mirror | AND DESCRIPTION OF THE PROPERTY OF THE PROPERT | Slows Enemies Down |
| Gravity Stone | 20 | |
| Seductive Perfume | 30 | Charms an Enemy |
| Bomb | 50 | Deals Damage Over a Small Area |

MATERIALS

Forging higher-quality weapons and armor requires various materials to be gathered. These are found, at random, by slaying droves of enemies and opening the chests that fill many of the game's missions. Each time a blacksmith attempts to improve a helm, armor piece, or weapon, three materials are used. Collect these items avidly, and be sure not to sell them or use them wantonly. Use the tables in this chapter to determine which upgrades you need the most and complete those before experimenting with others.



| SMITHING MATERIALS | | USE |
|--------------------|----------|----------------------------------|
| MATERIAL | RARITY | |
| Mithril | Common | All Characters |
| Orihalcum | Rare | High-Level Upgrades |
| Dark Matter | Rare | High-Level Upgrades |
| Ether | Common | All Characters |
| Ceramic | Common | All Characters |
| Fire Crystal | Common | All Characters/Fire Element |
| Unmelting Ice | Common | All Characters/Ice Element |
| Tourmaline | Common | All Characters/Lightning Element |
| Yew | Uncommon | Elwyn Bow Upgrades |
| Holy Water | Uncommon | Ryuna Cane Upgrades |
| Dragon Scale | Uncommon | Lazarus Axe Upgrades |
| Magestone | Uncommon | Neige Wand Upgrades |
| Beast Fang | Uncommon | Volg Claw Upgrades |
| Shinobi Stone | Uncommon | Mao Knife Upgrades |
| Tamahagane | Uncommon | Samurai Upgrades |
| Pegasus Mane | Uncommon | Minstrel Upgrades |

STRATEGY Strategy

[Introduction

[5] Characters

here are both direct and subtle means to advance your power in *Shining Tears*. Tactically, players improve their performance in the game by learning where to hit enemy squads, when to release Charge attacks, and so forth. Strategically, however, the characters won't excel unless their players have a deep understanding of the underlying mechanics of the game. Proper attribute allocation, skill improvements, and item use are all essential to this end. This chapter looks through both tactical and strategic means to improve your gameplay!

Equipment

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TACTICAL IMPROVEMENTS

Walktbrough

Tactical decisions are made on the field, at the time of conflict. The characters you choose are already set by the time a fight begins, so these choices focus around which skills to use, when to use them, and how to be most effective with the items/people you already have at your disposal.

Global Bestiary

WHEN AND WHERE TO HIT 'EM

Extras [

The single most important part of playing this game effectively is knowing how to position characters for their best attacks. Use an incredible skill at the wrong time or angle and watch defeat spill over the screen. Indeed, timing and position are everything.

the formation to attack! Using a powerful skill at the weakest point of a squad is done to hit as many targets as possible without receiving retributive fire.



Practice your favorite characters' best attacks and see what their

range is; do this when few monsters are around so that full attention

can be paid to the skill itself. Get a feel for how long the attack lasts

and what portions of the character are exposed while the move is in

progress. Once these aspects of a skill are understood, look at the

way each enemy squad is formed and try to find the softest part of

For Example

A key example of the previous paragraph comes with Xion's Thousand Thrust skill, one of the most commonly used skills in the game, so it serves well here. Xion attacks with a series of forward



thrusts that deal heavy damage to anything that is remotely in front of him. However, his rear and flanks are exposed the entire time. For victory, a Xion player must drive into the heart of an enemy squad without letting the peripheral enemies double-flank him. Instead of aiming for the dead center of a large squad, try to hit a corner and slice cleanly through just over one-third of the targets. This is slightly less aggressive, but it pays for itself by avoiding any flank attacks, since those foes on one side are dead, and the others can be avoided with a quick retreat as you recharge.



Recognizing Elements

Many enemies in the game have elemental resistances that make it much harder to farm them with a specific type of elemental damage Color coding of these resistances is consistent. Red enemies are invariably resistant to Fire, blue enemies are strong versus Ice damage, and yellow foes resist Lightning. There are melee monsters that fall through the cracks, having poor resistance to all three common elements, and mystic foes who are good against many forms, this system is effective for quickly deciding when not to use elemental damage.

Chains!

Hitting enemies in fast succession, with Combos, Charge Attacks, and Link Attacks, improves your character's Chain Rating. A number of characters have abilities that improve their Attack value depending on the value of their Chains, so this can lead to dramatic damage improvements!

To keep a high Chain going, stay in combat almost constantly. Every moment that you aren't fighting decreases your Chain value. The next step is to use moves that automatically have many attacks instead of a single, slow attack. Damage isn't the issue here: it's more a measure of frenzied activity.

Characters like Xion have a huge dependence on having high Chain Ratings in major battles. Consider that Xion has two entire skills focused on improving his Attack through maintaining his Chain. Therefore, the better you become at successfully increasing his Chain totals, the more effective and damaging Xion becomes.

USING YOUR SUPPORT CHARACTER

Even without a second live player at your side, it is great to have a partner for your character. The Al-controlled characters won't function as actively, but they use their skills and do their best to counter enemy actions. For greater power, use the right analog stick to position your partner; this allows for simple formation tactics. Practice having your primary character get into position and begin attacking. While these attacks continue, switch to the right stick and move your supporting character in the best position for their own actions.

Early on, there may be a few problems getting a supporting character to do what you want them to. This is because they treat their skills somewhat



equally in value until there is clear advancement in one of them. Thus, you can get Ryuna to do more Cure work by raising her skill in Cure during the first few levels. She responds by Curing more often in the future. The same is true for all characters.

Get Allies Into Position

The tactical side of this is to put your support character in the right place to maximize their role. Don't let Ryuna rush into direct combat or get swarmed by foes; she needs the room to Cure and Bless without hassle. On the flipside, keep someone like Lazarus from getting stuck behind your primary character. Position heavy melee types in the front of a conflict to give the AI its best chance to deal damage.

Keeping Friends Alive

When flying solo, watch both your health and that of your support character. There are several good reasons to keep both characters alive for the full duration of a battle. For one, your partner loses experience every time they die. It is rather counterproductive toward leveling your partner if they end up dead most of the time!

Second, there is a relationship between Xion and each of the supporting characters in the game. This improves as you go into battle with each person, but they lose affection for you if an enemy brings them down. To keep everyone happy with Xion, don't let anyone hurt your buddies.

When fighting, use your Mini-Map as much as possible to see what areas are ahead of you. Narrow corridors make it easy for waves of Charge attacks to wade through your enemies but can limit passage; use the bottlenecks to your advantage and move weaker partners to a safe position behind the passage. It is much better to have Ryuna, for example, safely behind Xion than blocking the narrow space ahead, limiting Xion's movement and exposing them both to enemy fire. Holding Ryuna back keeps her much safer and allows her to concentrate on vital repair work.

Open areas offer the possibility of flanking attacks, with both characters having the ability to use their strongest attacks and pincering foes between them. As an added bonus, though, there is usually a clear path that your partner can retreat to. If you are worried about their health, place your partner behind their stronger friend and let the other character hold off the invading enemies.

If one character does more damage to the enemies, then the enemies concentrate their attention on that character. This makes it much easier to manipulate your foes into attacking a stronger group member. For example, if Neige is being hit by too many creatures, use Xion's Charge abilities to slam right into the mass of monsters attacking Neige. The foes are very likely to center their aggression on Xion then, leaving Neige to pull back and regroup.

There are times, however, when your partner is down for the count. At this point, Soul Returns have a great place in your inventory. Use these items to return fallen allies to a battle and to keep them from becoming as upset about their near-death experience.

Some missions have several parts. If your partner dies during an early portion of the mission, successfully reaching the green flag and moving on to the next part of the mission automatically restores your partner, and your primary character, to full Hit Points and Skill Points. The same thing occurs in the Tower of Heaven when a floor is completed.

Note that the death of your primary character always causes the mission to end and the group reforms again at the Heroes' Hearth. This occurs even in the Mirror World, where Xion is not always your primary character. In this case, the character on the left side—the first one you chose—counts as your primary character.



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Extra:



READING THE MINI-MAP

Shining Tears is quite generous with its Mini-Map; the game provides information for almost all enemies on the level at full range. There are minor cases where stealthed enemies are not shown, but most foes in this game are revealed immediately upon entering the level.

Examine the Mini-Map as soon as you are free to do so when moving around a level. The pathways through a region are clearly shown, and even the number of kills required to open the exit is listed there, beneath the map, when applicable.

Use to change the size of the Mini-Map or remove it entirely, should that ever become an issue. The default size of the map is functional, but everyone has their own sense of taste.





RADAR LEGEND

- Yellow: Generic Monster
- Green: Your Partner
- White: Your Character
- Glowing Red: Squad Leader
- Carge Glowing Red: Map Boss
- Pink: Monster Generator
- Blue: Exit to Next Level

SENSIBLE ITEM USE

There is a right time and place for all of the game's items.

Consumable items are available in the Tool Shops of Shildia. Some of these cost too much to be used lightly early in the game, but the economy of the late game is much more lenient. By the time a person enters Advanced Mode (after beating the game once), it becomes almost required that items be used during every battle.

Healing Items

There are several healing items to aid your party. All of these are capable of restoring Hit Points to your primary and



secondary characters, and the effects occur instantly. It is safe to hold off on using some of these goodies until almost the last minute.

Items to Restore Skill Points

Depending on the support character you choose, Skill Points may be a critical issue for your party. Support characters that do not contribute to SP restoration while using many skills are given to tapping out. This reduces their combat effectiveness, as one or both of your characters begin to struggle for natural Skill Point restoration to keep up with skill use. To counter this, and possibly save considerable money on wasted healing items and accidental deaths, use items to restore party Skill Points when characters start to get low.

Combating the Enemies

Bombs, Magic Mirrors, and Seductive Perfume are, respectively, used to damage and disrupt enemy forces. Enough of these drop while fighting normal squads that it is only necessary to purchase these if you rely heavily on them.

Selection at the Tool Shops

For a moment, people may worry that some items aren't available

in the Tool Stores, but
this is merely a matter
of local selection. Visit
both of the Tool Stores
in Shildia for a full
selection of consumable items. One store is
in the Promenade and
another in the area near
the Heroes' Hearth.



Outside of battle, there are many questions to answer. What enemies are awaiting the group? What can be done to limit their capabilities while enhancing our skills against them? Using the right equipment, crafting characters for specific duties, and holding onto cards to reduce enemy damage make a massive difference in each engagement.

STRATEGY BEHIND THE SCENES

WHAT TO EQUIP

Without high-end weapons, helms, and armor, it is quite difficult to face the enemies in the later stages of *Shining Tears*. Even worse, the most basic forces of Advanced Mode obliterate parties that aren't equipped with the best items at their disposal.

The first step is to decide what you want a character to have. If Xion is used as a Dark character (by teaming with Ryuna, for example), it is effective to have him shoot for heavy armor and high attack power. To this end, maximize Xion's Strength and Constitution to wear heavier helms and armor, then upgrade his weaponry with an eye for raw damage within each weapon tier.

On the other hand, a character like Neige needs to have high Magic almost all of the time and can afford to sacrifice a bit of Defense to get it. For her, maximize Intelligence and Agility first, then work on Strength and Constitution only enough to reach desired item requirements.



Jike Calls to Jike

Although helms and armor randomly drop from squad leaders and bosses and can be found in treasure chests, there is a slight level of correspondence between the type of enemy and the type of equipment that they drop. Monsters that are of a specific class (like ninjas or casters) are more likely to drop equipment for their class. Therefore, if there is a specific character in your group that you are trying to get better equipment for, complete missions against enemies of that character's type. For example, if you want ninja gear for Mao, attack Ninja-type enemies. The Mirror Worlds are wonderful for this because you can repeat battles against specific enemies to your heart's content until you get the items you want.

Attribute Requirements on Equipment

It is quite common to find items that are wonderful for your characters that cannot be used until various attribute requirements are met. If you try to raise only a single attribute on any character, it can be disastrous in the late game when it takes a long time to gather attribute points. Indeed, going heavily for Strength and ignoring Constitution may get you into some nice helms early on, but at the cost of better armor! Min/Maxing is very hard to pull off in *Shining Tears* because of this.

For a safer route which is especially wise for new players, look at the item tables and figure out which pieces should be great for your characters. Write down the attributes that are needed for those items and compare them to what your people already possess. This way, you can create a leveling guide for "fitting" into your equipment! This seldom impedes character advancement, since the equipment they want often relies on stats that are already used heavily by their play style.



















Just relying on the items you pick off the ground is good enough for some time, but this isn't quite strong enough to get you through the most challenging parts of the game. To raise everyone's chance for survival, use the following methods to improve weapons, helms, and armor.

Direct Upgrades

Blacksmiths are able to change all weapons and certain helm/armor pieces into better versions of themselves or entirely new object altogether! The tables for these are listed in the equipment chapter.

Early in the game, upgrade weapons as often as possible and ignore armor upgrades as better equipment is likely to drop soon anyway. As you start to reach



Level 30 and beyond, start to look toward armor conversions as well. Some of the most impressive items can be made in this manner (Mithril Armor/Helms, for example)

AREAS TO UPGRADE ITEMS

- Weapon Upgrades: Northern Blacksmith District
- Change Weapons Within Tiers: Dwarven Area
- Armor Changes: Southern Blacksmith District
- General Bonuses: Promenade Blacksmith (Or Any of the Others)

Item Bonuses

If you have an item type that you already enjoy, there are still ways to improve upon it. Save your game, then go to the Promenade Blacksmith. Give those smiths the item in question and use spare materials to improve on its design. These bonuses add Attack values to weapons and raw Defense to armor and helm pieces. In addition, helms/armor pieces receive special properties from these activities

This is where things get tricky. Helms and armor pieces can only have a single, special property, so getting these items to a high bonus is not your only goal. These special properties can dramatically alter the importance of any item. Objects with the Elite property add a character's level to both their Hit Points and Skill Points. Gaining +50 HP/SP at high levels from a single item is just incredible

So, each item upgrade is a chance to land on a special ability that completely suits your characters. Once such a property is found, stop upgrading and



count your blessings. It isn't worth losing that property just for a few more bonus points.

SPECIAL ARMOR/HELM PROPERTIES

| Acute | ACC Increase (Based on Level) |
|--------|------------------------------------|
| Aerial | Damage from Flying Enemies -30% |
| ColdEx | Cold Resistance +25 |
| ElecEx | Lightning Resistance +25 |
| Elite | HP/SP +Current Level |
| FireEx | Fire Resistance +40 |
| Fleet | Movement +20% |
| Frail | Penalty to Defense -4 |
| Heart | Damage Motion Evasion 30% |
| HeatEx | Fire Resistance +25 |
| Holy | Damage from Undead -30% |
| IceEx | Ice Resistance +40 |
| Lunar | All Elemental Resistances +10 |
| Old | SP Consumption -15% |
| Potent | All Skills +1, SP Consumption +30% |
| Regen | HP Regeneration (Mid) |
| Rich | Increases Gold Dropped by Enemies |
| Soul | Damage Motion Evasion 45% |
| Spry | SP Recovery Up (High) |
| Star | All Elemental Resistances +15 |
| Summon | Guardian Summon Skill +2 |
| Thorn | Reflects 25% of Melee Damage |
| Tough | Hit Points +40 |
| Vacci | Half Damage from Poison |
| Wall | Defense +Level |
| Wise | SP +50 |
| ZapEx | Lightning Resistance +40 |
| | |

Picking the Right Accessory (For Each Occasion)

Over time, parties accumulate a substantial number of accessories. These can be sold for a hefty sum because they don't need to be appraised, but it is wise to hold onto a fair selection of them as well. Unlike weapons and armor, accessories don't fall into the category where one is perfect for a character. Instead, as mission objectives change, so too do a character's needs change. Accessories are a great way to handle that.

While facing a wide variety of foes in melee, it is sensible to look for Evasion or Hit Points in a primary character while boosting the ability of a support character to deal damage or otherwise assist the leader. However, a battle with many archers and mobile targets yields a greater need for movement speed and a high Accuracy. Boss battles where you are fortunate enough to have a Card for said enemy can be defeated much more easily by equipping that Card, because of the extreme damage reduction this produces.

Try to have two or three good accessories for each character that is heavily played. This way, there are always choices for what to take into a fight.



While characters cannot change equipment in the middle of conflict, a dire situation can be avoided by retreating, rearming, then coming back with the right gear and full health!

WHO TO TAKE

There is an immense degree of personal preference when it comes to choosing a secondary character. Whether you enjoy ranged characters (Elwyn, Neige, or the Minstrel), heavy fighters (Lazarus or the Samurai), fast attackers (Mao or Volg), or a healer (Ryuna), there are missions which are undeniably easier with certain people in the party. For instance, any fight with extensive Undead is trivialized with Ryuna in tow. Elwyn and the Minstrel eat flying targets for breakfast, and the heavy melee types wade through squads of grunts.

Many players choose Xion and a consistent buddy for many of the missions, but it is a good idea to level one or two other characters enough to fill a missing role if a future mission should become troublesome.

On the other hand, players are given many opportunities to level characters to their heart's content in Shining Tears. Not only are there recurring battle locations during the



Strategy

campaign, but the Mirror World also gives people the chance to revisit old missions at any time, even ones with boss fights. This means that players can even choose to level all of their characters; it takes quite a dedication of time to do this, but serious fans aren't daunted by that!

PROGRESS AND LEVELING UP

Getting your favorite characters to high level is important for completing the game, beating Advanced Mode, and for taking on the challenges of the Tower of Heaven. This process can be quite slow unless you take on the hardest challenges available to you and hit them with full force.

During the early parts of the game, the Mirror World hasn't been unlocked yet, so the only way to level is to plunge ahead and defeat each mission to the best of your ability. For the most experience at this stage, kill every enemy, collect their treasure, and move on.

Later, due to numerous events in Shildia. the Mirror World is revealed. This allows the characters to relive past battles, getting full experience each time. This is useful for getting



extra treasure, picking up missed Cards, and leveling characters who are lower in power. Yet, it's agonizingly slow to shoot for high level by taking on these fights.





Introduction













This becomes more pronounced once the game is defeated and Advanced Mode is unlocked. Though Advanced Mode is slow to bring down, the experience from



the major campaign missions adds up quickly, even for characters that defeated Normal Mode with ease. Getting to Level 50 in Normal Mode is nearly impossible without a huge investment of time. In Advanced Mode, 50 is a stepping stone!

Dealing With Tough Spots

HAVING TROUBLE?

- Buy More Healing Items, And Use Them!
- Bombs, Magic Mirrors, and Other Battle Items Should Be Used Often Too
- O Level a Secondary Partner That Removes a Weakness in Your Primary Configuration
- Retreat to Save, Gain Health, Restore Partners, and Take a Breather
- Use Cards Against Consistently Nasty Foes
- Switch Equipment During Retreats to Maximize Elemental/Magical/Melee Protections

It's well and good to race ahead, but some of the missions may seem so tough that it's frustrating to take them on without building a few extra levels. There are measures to take if that becomes the case. For one, your weaponry must be as well-smithed as possible. Getting everyone's weapons to fourth tier is a big step, but even within

the highest tier there are large differences between the weapons. Ensure the weapons you choose are ideal for your character build; the tradeoff between raw attack power and magical effects is important to understand. Take weapons that have effects you need, and don't be blinded by sheer attack values.

Also, examine play strategies for a given mission if it seems too tough. Perhaps there are problems because your character configuration has a weakness toward



specific enemy types. For example, a Xion/Lazarus pair has much running to do against full groups of casters and archers, and Xion/Ryuna don't put out enough damage in some cases, so they face a tight spot against non-elemental melee types that come in huge numbers.

Whatever the issue, there are always choices in how to deal with problems. Leveling a third character is always wise, since this optional character can fill the void for missions where your normal pairing has a weakness. If you decide to do this, choose a secondary member who has different weaknesses than your primary partner.

There are some nice strategies to quickly level up a character that has lagged behind a bit. These are helpful if you want to move onto a secondary member but haven't played much with them before. This requires you to use the Mirror World and play through one of your old missions repeatedly (ad nauseum, really). There are criteria in choosing which mission to play. First, find a mission that Xion, as your highest-level damage dealer, can defeat on his own with ease This means you won't have to rely upon your low-level secondary member to contribute much.

Next, choose a mission with large numbers of melee enemies. Melee enemies come against the party aggressively, allowing Xion to cut them down with ease; the last thing that you want is to have to chase down individual archers or running casters.

For the best results, look for a single-level map. Missions that have multiple parts to them can drag on a bit. You want missions that are fast and easily repeatable.

Finally, the repeated completion of a given mission gains you a great deal of comfort, speed, and information about it. Enemies are reliably defeated, the level is quickly completed, and treasure chests can be gathered easily, all of which result in titles and bonuses. Not only are your characters gaining experience from defeating their enemies, but they also get an added boost because of the bonus experience given to them at the end of the mission: their reward for all their patience and practice.

Another method to pass difficult missions is to use more healing and occasional retreats to rest and regroup. This is the brute force method. None of the missions are quite vicious enough to demand this in the Normal Mode (even in the final dungeon), but there are fights in Advanced Mode that can push so hard that most parties have nothing left to give. It's always safe and wise to retreat to town at that point and buy more healing items. Your place in the mission is saved, and nothing is lost by heading back.

While time intensive, it is even fair to retreat out of vicious battles and rearm between skirmishes against different squads on a map. For example, look at



a fight where there are enemies who are weak versus Fire and use many Ice attacks. If these foes are allied with Lightning users, there is no single defense that is perfect against them. However, the squads are often far enough apart that you can face groups in the order of your choosing!

Thus, it's easy to fight the squads who are weak versus Fire while equipped with defensive items that raise your Ice resistance, then bring completely different gear to protect yourself from Lightning while clearing the other squads. Accessories are perfect for this, and it doesn't take too long to grab enough resistance items for every occasion.

Even switching characters in the middle of a battle works without restarting the mission. Thus, you can clear entire areas of non-Undead bosses, then bring Ryuna in for fighting Skeletons and

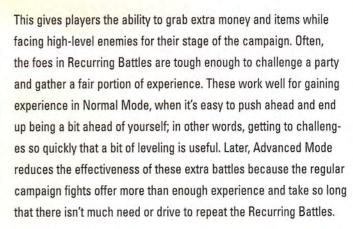
Mummies that are with the bosses. In the same light, Elwyn helps to rip apart archers and other mobile targets, but Lazarus can be tapped for trashing thick



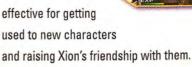
packets of melee foes later in a battle.

Recurring Battles

These missions occur because of events in the world, but they don't actually change the plot of the game or advance things. Indeed, these are called Recurring Battles because clearing them does nothing to prevent them from happening multiple times.



There is one advantage to these small skirmishes that remains in Advanced Mode; Recurring Battles are quite short, making them quite effective for getting





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Money

Money is one of the easier things to farm because it drops so dependably from normal monsters and squad leaders. There are few tips to provide here besides fighting many squads of higher-level monsters. Some enemies drop items that sell for high sums, and that is worth noticing.

Early in Shining Tears, there are foes that consistently drop Rune Helms. These helms don't seem all that special or wonderful, but they have the ultimate trait for farming money: they don't need to be appraised! Each Rune Helm sells for its full value without any investment. Harvesting these from the modest enemies that drop them nets considerable sums.

There are several items throughout the game that drop without a need for appraisal, and all accessories are like this too. Selling such gear is often enough to fully supplement



upgrades, healing items, and most other expenses.

Useful Helms and Armor

Buying helms and armor from the stores in Shildia is almost like throwing away money. For one thing, these pieces are rarely strong enough to be worth any money at all. They have few bonuses and lack the better attributes than can be found on equipment.

Instead, the best gear is found by taking on longer missions in the campaign and the Tower of Heaven. There are more chests in these missions (especially when there are bosses around), and there are also many more squads to bring down. Each squad leader has a chance to drop some nifty goodies instead of raw coin, so these larger fights are treasure troves of potential drop items.

Any large fight ends up netting the party many pieces of armor. While back in town, appraise these and sell the helms/armor that don't have the more powerful traits.



Smithing Materials

Smithing materials fall from squad leaders, bosses, and from chests. Many of the materials aren't hard to find with a short investment of time, but Dark Matter and Orihalcum can be rough to gather. These two materials are required for some of the higher-tier weapon conversions, so it is important to hold onto the few drops you find.

It is hard to improve your chances of getting any specific material from this category while fighting. The key to having enough crafting materials rests more on their efficient use than anything else. Never sell rare crafting materials or use them for non-essential upgrades. This way, you can avoid the need to farm Dark Matter/Orihalcum.

In the sad case where you have entirely run out of needed crafting materials, the best route to gather more, though still random and somewhat slow, is to go after large



numbers of low-level squads from earlier battles. All of the crafting materials drop from monsters that are low or high level. Thus, it's much faster to get crafting goodies from creatures that are easy to wade through.

Cards

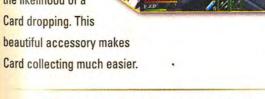
Card collectors have quite a trial on their hands, because getting every Card in the game is a rewarding but lengthy process. Each creature (whether normal monster, squad leader, or boss) has its own Card. These drop at a very low percentage when the creatures in question are slain. Finding cards from generic monsters isn't so rough, because people end up fighting hordes of them at a time. Squad leaders are rarer, as there are few of them on a given level, and bosses are absolutely stingy about giving away their Cards.

This is probably the best example of a time when collectors must farm what they need. Keep coming back to kill the enemies you need Cards from, and hope for the best.

The Tower of Heaven helps tremendously in this, toward the end of Normal Mode, because it brings back quite a few early enemies that you may have missed. In its higher floors, the Tower of Heaven presents new foes and Cards (and items too!), making it an absolutely essential stop for many players.

for completing the Tower of Heaven is the Medal of the Heavens. This accessory significantly increases the likelihood of a Card dropping. This beautiful accessory makes

Finally, the reward



RECEIVING TITLES

At the end of each full mission (not individual battles within missions) you receive a title if certain conditions are met. For the vast majority of missions, your group will receive one of these, since most of the titles aren't difficult to receive. The experience rewards for titles are often modest when compared to the amount needed each level, but these bonuses are given to all characters, even the characters who did not participate in the battles.

For the greatest experience rewards out of this, attempt to complete highe



To complete missions as quickly as possible, use the Mirror World to your advantage. For your mission, choose Volg and Mao and kill only the monsters that you need to complete the mission. Skip looting the treasure chests. The speed of these characters combined with only completing the minimal requirements for a mission gains you the fastest times for mission completion.

Higher kills grant decent titles. Slaying 100 foes gets your group the Centurion Title and a modest bonus. Killing over 1,000 foes in a single mission is enough to grab the award as Butchers, and a much higher reward.

Titles are awarded for looting high numbers of chests. killing many enemies, rushing through content. and so forth.



| s as quickly as possible. The shorter a mission's duration, th | ne |
|--|-----|
| r the reward, regardless of which title you attempt to recei | ve. |

















| TITLE | VALUE | CONDITIONS |
|--------------------|-----------|--|
| Butchers | Very High | Kill 1,000 or More Enemies |
| Centurions | High | Kill 100 or More Enemies |
| Chain Knights | Low | Rack Up A High Chain Combo |
| Chain Masters | High | Use Only Combos and Keep a Very High Chair |
| Heroic Knights | Moderate | Kill Every Enemy |
| Ruthless Twosome | High | Ignore Treasure Entirely |
| Treasure Hunters | High | Grab All Treasure and Avoid Fighting |
| Whirling Dervishes | Moderate | Clear Map Very Quickly |
| | | |





A PATH FRAUGHT WITH DANGER

fter a series of unknown events, Xion washed up on the shore of Shildia. Found and rescued by Elwyn, he underwent a brief recovery before being able to move around and regain most of his senses. Still struck with amnesia, Xion is forced to figure out his own past and what that means for his future as well.



FIRST ARC: THE COMING WAR

Talk to Elwyn and Doctor Pios after Xion wakes. The conversation doesn't explain everything, since Xion remembers little more than his name. but he gets to see much of what the doctor and his Elven friend are like. Although Xion is bereft of funds, these two seem comfortable enough with the idea of letting him work his way out of their debt. For Pios, this means that Xion plans to be his assistant until Xion is done paying for his stay. Elwyn, being a long-term planner when it comes to money, wants more out of him in the future. She saved his life; now she wants cash!

The inn where Xion recuperates is called the Heroes' Hearth. It is run by a Wolfman named Volg, who has a fierce reputation and a direct but terse manner. Xion is free to talk to the residents of the inn once he is up and running around. Learn a bit about the various folks in the area by doing this, and the plot advances once Xion talks to Doctor Pios.

At this point, Pios explains a bit about the rings. He doesn't know the whole story about them yet, but between his research and Elwyn's ideas on the matter, everyone gets a decent view of what the rings MIGHT be capable of doing. Either way, the rings are magical in nature and are quite valuable (better to hold onto them and see what







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WAKENING POWER

Extras

There is another brief respite, as Xion rests for a few more days. He is now feeling like himself again, and Doctor Pios asks a favor of him. The doctor requires White Lily; this flower grows in the Regulus Hills, where there are supposed to be placid monsters that rarely attack anything. Still, there could be danger. Talk to Doctor Pios again and tell him that Xion is ready to go. Together, Xion and Elwyn leave the inn and venture forth into their first mission!

AWAKENING POWER (CAMPAIGN MISSION I)

- Learn how to make basic combos and Charge Attacks
- Operate all enemies
- Collect the White Lily

Mission Explanation

The goal in this mission is to defeat all of the monsters, learn about standard battle actions and collect the White Lily for Doctor Pios. The enemies here are not very powerful, aggres sive, or numerous; this is an easy time for you to master the early mechanics of the game in a single-player environment. If you wish to avoid the tutorial and get right into the action, tell Elwyn not to explain anything. This puts Xion right into the thick of things!







Mission Bestiary



2 x Hound Squads (w/ Hellhound Leaders)



1 x Giant Bat Squad (w/ Evil Bat Leader)



1 x Paste Squad (w/ Red Gel Leader)

Beating the Mission

There are monsters in small squads as Xion moves from left to right across the linear map. Elwyn is nearby and provides fire support during the fighting. These monsters are low in level and cannot take many hits even from simple combinations. Charge attacks with Thousand Thrust cuts them to ribbons, and are used wisely when there are several monsters close together. Because there are no bosses, it is a simple matter to clear everything and end the mission by stepping on the green flag on the right side of the map.





Gaining That First Level!

During this first mission, Xion and Elwyn are each likely to gain a level. Whether during or after the mission, players are free to allocate points because of these levels. To do this, enter the options menu (by pressing and select Status from the options. The Status menu shows the stats of the characters (either two of them if used during a mission or all characters in the party when used outside of battle).

To spend everyone's points, look through the Status screen and highlight the attribute that you wish to improve for a character. Press &, then press right on the controller to add points to an attribute. You are free to put points into attribute in any order. There are no level caps for attributes, so you can raise one, two, or even three different attributes each time.

These points aren't allocated permanently until you specifically choose to leave the Status screen for that character, and the game pops up a query before this allocation occurs.

As for Skill Points, choose one of the skills on the right side of the screen. Use the same method to increase one of those. The window updates the stats of the skills instantly, so it is possible to check through the abilities of each choice before dedicating to any one of them. A great early choice for Xion is Defense Up, since it adds 5 Defense, a fair sum for such an early level.





After the mission, talk to Doctor Pios and Elwyn until Pios fully understands everything that happened. This gives him a few things to ponder, but he must leave to deal with a patient. Take this time to exit the inn and explore Shildia!

A TRIP INTO TOWN

- Grab a Free Herb from the docks
- Meet local characters (Tiaris and Red)
- Explore, shop, then return to the Heroes' Hearth
- Talk to Doctor Pios to begin a mission

Just outside the inn, there is a girl named Tiaris who is a wealth of information, especially for players new to the game. Talk to her to access a huge store of text explanations of the game's attributes, mechanics, character skills, and so forth. As you make progress through *Shining Tears*, Tiaris learns new things and is happy to explain those as well (every time Tiaris learns something new, a note appears above her head that stays until you talk to her).

























To the right of the inn is a dock where several small boats are moored. Search the far end of the dock (where there is a sparkling light) to find a free **Herb!**

Another point of interest is a Beastman named Red. He stands a bit to the left of the Heroes' Hearth. Red has impressive knowledge of the city and its people; any time that you are a bit uncertain about what to do, talk to Red. Sometimes, he'll mention a piece of gossip or town wisdom that explains where Xion should go next.

Use the Options Menu to travel quickly between different quarters of the city. At the moment, Xion has access to Heroes' Way (where the inn is located), the Promenade (with more stores and a glorious fountain), Wildcat Lane, and the Blacksmiths' Quarter (with Dwarves who can upgrade weapons and armor). At the moment, Xion still is quite poor and won't be able to purchase many items, but exploring can be fun even if you don't have much cash.

When Xion returns to the Heroes' Hearth, Doctor Pios is already there. Volg is preparing to send some wine to the castle (for a dinner party that King Balboa is having). As part of Xion's payback, he and Elwyn are going to be sent up there to deliver the wine. Save your game first, since you never know what the nobles will do when they get into all that wine.





To start the next mission, speak with Doctor Pios and choose to "Go to the castle." Pios is also willing to explain about the Card system before Xion departs.

Beating the Mission

This is another mission that doesn't offer many challenges. Don't worry, things get considerably more difficult later. The Ninjas who cover the castle grounds have very few Hit Points. Clear the squads of these enemies near the stairs, then work around the circle to defeat the leaders who have canine pets surrounding them. Practice charge attacks, especially against the somewhat larger groups (notice that Thousand Thrust does high damage AND pushes enemies back enough to keep them from easily attacking Xion).

The bushes in the area are a bit more than suspect. They move about from time to time, and a simple strike at them reveals that there are hidden ninjas there as well. Although these don't count as leaders, and aren't needed for completing the mission, everyone receives more experience by defeating a higher-percentage of enemies on a battle map. So, hack away if that sounds interesting.

After the victory, a short scene with the intruder concludes, and Xion returns to the Heroes' Hearth.



Introduction











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SHORT DOWN TIME

Global Bestiary

Extras

- Talk to Doctor Pios about the Rings
- Meet a Priestess of Etwarl
- Talk to Doctor Pios to begin a mission

There isn't much to worry about between missions this time. Since Xion is still building funds, it's best to simply move on to the next mission. While the stores may have some crude armor, it's almost always better to find items during missions and use your money for healing equipment, weapon/armor upgrading, and so forth.

After talking to Pios after the last mission, Xion is free to explore and talk to everyone. When you wish to advance, speak to Doctor Pios again and trigger the entrance of Ryuna, a Priestess of Etwarl. She needs assistance back at her temple, and she is determined to get things done soon.

After the meeting with Ryuna, talk to Pios and say that Xion is going to go after Ryuna. Her destination is clear, so it shouldn't be an issue of catching up to her.



ENCROACHING SHADOWS (CAMPAIGN MISSION 2)

Defeat 12 Black Cat Leaders

Mission Bestiary



3 x Black Cat Squads



2 x Ninken Squads (w/ Black Cat Leaders)

Mission Explanation

The delivery to the castle goes well, but things pick up quickly when Xion and Elwyn stumble onto an alleged thief. This rat-like Beastman is fast, and nobody from the castle has a chance to catch him. Before thinking to worry about the consequences, Elwyn puts on one of the rings. This starts a fight to defeat all leaders of the raiding enemy force.

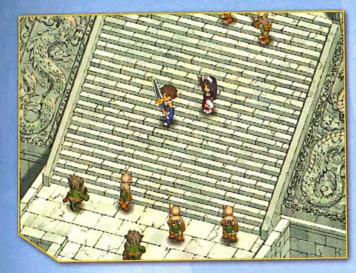
There are 12 leaders to defeat before the battle ends. Each of these appears on the mini-map as a red dot. Clear the area quickly and exit the battle when you are done.





THE DESTINED MAIDEN (CAMPAIGN MISSION 3)

Defeat 6 Orc Leaders



Mission Bestiary



4 x Skeleton Squads (w/ Orc General Leaders)



2 x 3rd Class Orc Squads (w/ Orc Corporal Leaders)

Mission Explanation

The outside of the temple is controlled by multiple pockets of Orcs and Undead creatures. Xion and Ryuna must battle to the top of the steps. Each squad of enemies has only a few supporting members. When the fighting is over, enter the temple to start the second stage of the mission.

Beating the Mission

There are two new aspects to the fighting here at the temple. First, there are Undead; the tactics that work well against these Skeletons are detailed in the tip box. There are also ranged enemies. Some of the Orc leaders in this area are casters, and their fire spells deal far more damage than a crude melee attack. Learning how to handle casters is a very important lesson in The Destined Maiden.

Most of the time, casters are surrounded by groups of melee troops, though it is possible to find entire squads of casters in some levels. To deal with casters, aggressive hit-and-run tactics are often needed. Charge attacks kill these softer enemies at a satisfactory rate; the steps are to charge, attack, and retreat before spells can be used against you, if any casters remain. This prevents Xion from getting blown down by spells.



With only six squads to defeat, the outer part of the temple doesn't take very long. Going inside triggers a cutscene, and Xion learns what has happened to the people of the temple. Without much hesitation, Ryuna's loyal friend Lazarus heads out to stop the remaining attackers, who have made away with Ryuna's necklace. Xion follows.





Destroying Skeletons the Easy Way

Skeletons are certainly one of the more challenging foes to defeat in Shining Tears. When Ryuna isn't around, it takes a great deal of effort to put these enemies down for the count. Normal kills against them won't always destroy the Skeleton. Instead, the creatures rise again after a dozen or so seconds.

Killing Skeletons multiple times eventually destroys them, but using Ryuna's Turn Undead Link Skill is the best way to get the job done. Levels with high concentrations of Undead enemies are a breeze with Ryuna around; she also has a skill to raise the damage characters inflict against Undead targets, making things even easier for these

As for positioning, knock down many or all of the Skeletons with Charge Attacks. Next, circle Xion around to the far side of the down Skeleton squad and have him link ately destroys any downed Skeletons; it also deals damage and has the potential to kill any Skeletons who are still moving about.



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FOREBODING : FOOTSTEPS

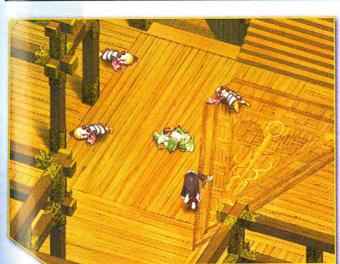
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FOREBODING FOOTSTEPS (CAMPAIGN MISSION 4)

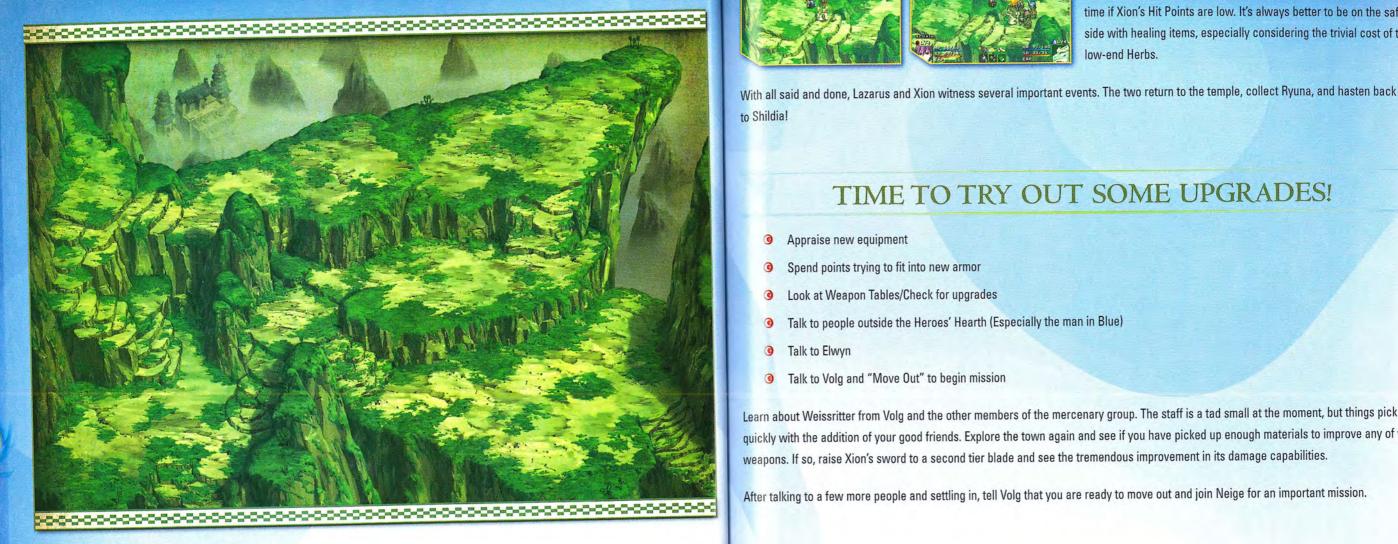
Defeat the Orc General

Mission Explanation



This mission introduces a large battle and boss-oriented goals. Instead of being forced to knock out each leader of this enemy force, you are given the choice to clear out as much or as little of the enemy force as you wish. The only target who needs to fall for the green flag to appear is the Orc General, a caster in the lower-right side of







9 x 3rd Class Orc Squads (w/ Orc Corporal Leaders)



4 x Giant Bat Squads (w/ Evil Bat Leaders)



Beating the Mission

There are many squads of Orcs and Bats in this map. The Bats are often defeated quickly, but many of the Orc groups take more than a lone Thousand Thrust to eliminate. Luckily, Lazarus brings a ton of firepower and survivability to a fight. Lacking the healing powers and anti-Undead gusto of Ryuna, Lazarus instead does high melee damage and has impressive Hit Points. If Xion gets dinged-up during any part of the fighting, retreat behind Lazarus and let him take the beating for a time while clearing the way.

The money is beginning to pick up here, primarily due to the increase in monster numbers. Those wishing to ramp up for weapon and armor upgrades should certainly clear this map as thoroughly as possible. Beyond the money, this increases the chance of getting craft items (e.g. Ceramic, Mithril). These items are required for upgrading your equipment, and the rewards are substantial for those who use them wisely.





The actual Orc General is quickly overcome if Xion and Lazarus hit him simultaneously. Even alone, Xion shouldn't have any problem taking down this caster; just feel free to use a healing item ahead of time if Xion's Hit Points are low. It's always better to be on the safe side with healing items, especially considering the trivial cost of the low-end Herbs.

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TIME TO TRY OUT SOME UPGRADES!

- Appraise new equipment
- Spend points trying to fit into new armor
- Output Description

 Look at Weapon Tables/Check for upgrades
- Talk to people outside the Heroes' Hearth (Especially the man in Blue)
- Talk to Elwyn
- Talk to Volg and "Move Out" to begin mission

Learn about Weissritter from Volg and the other members of the mercenary group. The staff is a tad small at the moment, but things pick up quickly with the addition of your good friends. Explore the town again and see if you have picked up enough materials to improve any of your weapons. If so, raise Xion's sword to a second tier blade and see the tremendous improvement in its damage capabilities.

After talking to a few more people and settling in, tell Volg that you are ready to move out and join Neige for an important mission.

A FRIGID HEART (CAMPAIGN MISSION 5)

Operat 9 Squad Leaders

Mission Explanation

Xion and Neige travel to the central camp to push back the vanguard of the enemy force. There aren't many squads in the region yet, and they aren't going to support each other well enough to withstand a deadly assault.





A Frigid Heart



Mission Bestiary



5 x Sword Grunt Squads (w/ Commander Leaders)



4 x Rune Knight Squads (w/ Emerald Paladin Leaders)

Beating the Mission

Neige and Xion aren't going to have problems unless Xion forgets to stay in front and draw the enemies' attention. The nine squads on this map are spread out across the camp, making it easy to pull them one at a time. Rush Xion forward and strike into the heart of each squad with a Charge Attack. Once in the center of a cluster, use a Link Attack to damage everyone around, and see the true power of Neige.

The mounted Rune Knights are fast attackers who are keen at dealing damage. Watch out for these Centaurs and be ready to use hitand-run tactics against them in future battles, when they have more Hit Points and better numbers.

This is one of the first chances to see what Xion is like as a Good character, driven by the Light Ring. While not as powerful in direct melee, or when using melee abilities, Xion gains the power to shoot a Lightning-based attack with his normal weapon chains. Also, some of his magic-based powers are more impressive in this mode.

There are several chests around the field; pick these up before leaving via the flag in the upperright. The mission is incredibly short, but this is one area that you can return to at almost any time, since the enemy army loves to camp in this area.

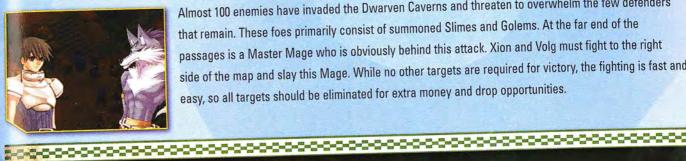


RESOLVE OF STEEL (CAMPAIGN MISSION 6)

Talk to Volg and ask to go on another mission. This sends the two of you to the Dwarven Caverns.

Operated the Master Mage!

Mission Explanation



Almost 100 enemies have invaded the Dwarven Caverns and threaten to overwhelm the few defenders that remain. These foes primarily consist of summoned Slimes and Golems. At the far end of the passages is a Master Mage who is obviously behind this attack. Xion and Volg must fight to the right side of the map and slay this Mage. While no other targets are required for victory, the fighting is fast and easy, so all targets should be eliminated for extra money and drop opportunities.





















Mission Bestiary



9 x Paste Squads (w/ Red Gel Leaders)









The Warmth of Snow

Beating the Mission

The enemies that attack the Dwarven Caverns are slightly more powerful than what Xion's been facing up to this point. The Golems have higher Hit Points than previous foes. Use Charge Attacks against duos or combo them repeatedly with your partner when there are single Golems.

The Slimes are soft and go down quickly, but they aren't shy about swarming to deal damage. For safer victories, eliminate the majority of a Slime group in the initial rush, which is entirely doable with careful Charge Attacks. Remember to release attacks a moment early to avoid being interrupted by enemy interception.

The path to the right end of the cavern is toward the lower side of the map. Use the bridges to move down there, then plow right (through many Golems and Slimes). Look for the impressive number of chests in the map, five of them in all, and collect all of these items for future upgrades and a bit of bonus experience.

The Master Mage is a pushover, but there are many Golems and Slimes surrounding him. Pincer this group with Volg on the left and Xion on the right. This cuts through all of the outer slimes, and reveals the Mage and Golems. Attack the Mage quickly and directly, ignoring the Golems for just a moment. Doing so prevents the caster from bringing his damage into the fight.

That ends the battle and saves the Dwarves. Things seem a tad darker after talking with Chieftain Maurry, but fear naught. There are many places to visit after this!





THE WARMTH OF SNOW (CAMPAIGN MISSION 7)

- See Weissritter talk with King Balboa (Cutscene)
- Talk to the citizens outside the Heroes' Hearth
- Take care of shopping, appraisal, and upgrades
- Return to Dwarven Caverns and search the far-right side for hidden Mithril
- Return to Heroes' Hearth (Watch scene)
- Talk to Volg again and head out
- O Defeat the last Master Mage

Mission Explanation



One of the Giants is trapped up on the peak, and there are more monsters around than the Giants have ever seen. To save the Giant, climb up the icy steps and bridges with Mao, fighting the whole way.

Avoid the balls of ice that roll down the first half of the pathway, and defeat the caster boss at the top to complete the level.













THE WARMTH OF SNOW





Mission Bestiary



7 x Gizmo Squad (w/ Spark Cloud Leader)



5 x Mummy Squad (w/ Master Mage Leader)

Beating the Mission

Xion and Mao have a small set of fights ahead, but the conditions are such that it won't be entirely easy. During the first half of the level, the ice that rolls down the stairs can hit either of your characters and deal damage most of the time it contacts them. The timing on this is consistent; use that to avoid harm by fighting away from the stairs until the way is clear. Race to the next section of the map, fight until another ball passes, then climb some more.

The Mummies here are Undead, and they won't stay down without something to cleanse then. Unlike Skeletons and some of the really high-level Mummies, these enemies never rise again once felled, so Xion and Mao won't have any problems beating the level (it's primarily an issue of kill percentage, since Undead that aren't cleansed won't count as slain).

There are three chests in the map. Collect these while climbing, and don't worry about the destroyable barrels in the area unless you feel like being extremely thorough and destructive.



The various bridges and ice ledges on this map really lend themselves to linear attacks. Thousand Thrust is a champion for that style of combat, so Xion is free to rely on that. Notice that Mao is extremely aggressive in engaging the enemy. Always have healing items ready when she is in the party, especially before she masters some of her defensive skills.





When the Master Mage on the upper ledge falls, Xion saves the Giant and is able to return to the Heroes' Hearth with very promising news.

THE BRIEFING ROOM

Consider yourself fully into Shining Tears now! All of the simple, tutorial maps are past and Volg is ready to take Weissritter to a higher level of action against Shildia's enemies. To further this, he has opened the Briefing Room. For players, this is an especially exciting moment. Two-Player Mode is unlocked at this stage. In addition, Pios has prepared the two Mirrors for everyone's use. These Mirror Worlds allow the group to return to previous battles and engage old enemies with one or two players.

- Explore the mysteries of the Otherworldly Mirrors
- Talk to the Beastman (Bengal) who is now outside the Heroes' Hearth to learn about Reputation
- Replay a few early missions for extra experience and materials (Optional)
- Walk down into the Briefing Room and learn about a few problems
- Gain money and experience in the Great Plains Warfare battle (Optional)
- Leave the Heroes' Hearth to trigger a Scene
- Return to Briefing Room for Campaign Mission: Ambush at Old Town Way

THE GREAT PLAINS BATTLE (OPTIONAL RECURRING BATTLE)

Operated all 12 Leaders

Mission Bestiary



5 x Goblin Squads (w/ Hobgoblin Leaders)



7 x Arrow Knight Squads (w/ Heavy Bow Knight Leaders)

dission Explanation

For a full counteroffensive, Weissritter is sending itself into the heart of the enemies. These battles occur in the open plains, so there is going to be a ton of room to maneuver most of the time. Bring down 12 squads of enemies and leave via the right side of the map.



Beating the Mission

Though not a required battle, this is a great place to pick up some fast money and experience. Your party also gets to train against mounted archers (Centaur Archers at that)! These quick squads make it very difficult to score a lethal Charge Attack in a single pass because they break up and move about constantly.

Practicing boxing the archers together with your partner, especially if you have a live player to assist you, which makes archer battles so much easier.



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DEFIANT

OBJECTIVES BY MAP

- First Map: Defeat all 7 Leaders
- Second Map: Defeat all 16 Leaders
- Third Map: Make it to exit and defeat Boss

Global Bestiary

Extras

Mission Explanation



With the help of your recent allies, Pios' plan is put into effect. This starts a series of three fights that push the enemy army across the landscape and back into the forest beyond. Though this is straightforward in concept, the actual combat is more rigorous than previous missions. Prepare to be put to the test!



THE DEFIANT (CAMPAIGN MISSION 8)

Mission Bestiary

FIRST MAP



Sword Grunt Squads (w/ Commander Leaders)



2 x Goblin Squads (w/ Hobgoblin Leaders)



Mission Bestiary

SECOND MAP



x Sword Grunt Squads (w/ Commander Leaders)



6 x Copper Knight Squads (w/ Ruby Paladin Leaders)



Mission Bestiary

THIRD MAP



6 x Sword Officer Squads (w/ Cool Commander Leaders)



1 x Boss Figh



3 x Death Archer Squads (w/ Hell Sniper Leaders)

Beating the Mission

The enemies on these maps come in greater numbers; these squads are something up to a dozen members strong, and that changes the battle dynamic very quickly. Xion cannot wade through and avoid being hit in return just because of a good Charge Attack. Instead, teamwork starts to blossom at this point in the game.

Use your favorite ally and work on advanced positioning. Get used to providing greater protection for archers/casters, and bring melee allies to the front sooner and with greater ferocity. Charging Xion's attacks and using a tough partner to pull enemy squads back to your location is very effective here as well.

The first stage of the mission is certainly the easiest. Grunts and Goblins face off against the party, and there isn't enough room for these foes to surround you. Keep your partner in proper formation and advance methodically.



The second stage is harder because of the Copper Knights. These Centaurs do impressive damage in large groups, and your Defense might not be high enough to survive the barrage for very long. Keep a full supply of Herbs ready to go if that is the case, and use one here and there to keep yourself from being anywhere near low health during the engagement.



In the third map, the enemy army finally regroups and starts to apply a bit of strategy to the fights. There are tougher Sword Officers in that map with Death Archer support; this is a truly splendid combination for your

enemies to use. Draw individual squads away from their supporting allies to reduce incoming damage, and don't rush unless your characters are high level or your confidence is strong.

Take the time to clear any archers that get behind your group, and be cautious about following ones that flee toward other squads. It's always safer to retreat and let them come to you if you have any worries.

At the end of the map, on the right side, is a thicket of trees. When Xion enters these, there is a brief scene, and you meet a powerful blade master of the enemy forces. Don't underestimate this boss,

but know that he won't have any support during the fight, which is a wonderful change compared to future bosses.

Stay mobile and watch the attack pattern of the boss. It shouldn't take long to see that he has only two attack types; he charges for a moment and rushes toward your last position, then leaps backward and swings briefly while standing in place. The charging strike is the more dangerous move, so the goal is to avoid that and get attacks in between these.

Rush to the side when the boss is glowing yellow and prepare your own Charge Attack. Just as the boss is returning from his rush, move in and swing at the position to which he returns! This nails the boss every time, and his standing swings don't deal much damage at all. At most, you need a few Herbs to compensate, but that is no real expense.

When your enemy retreats, the exit is revealed and three chests drop. Open these for extra treasure, then triumphantly leave the field of battle.















THE DEFIANT

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A CALM BEFORE THE STORM

- Talk to Pios, he says that it's time to unite the people
- Travel to the Promenade and talk to the people there (focus on the royal guard on the north side)
- Return to the Heroes' Hearth for a scene
- Enter the Briefing Room and choose the next mission



WILDCAT LANE INVASION (OPTIONAL RECURRING BATTLE)

Operate The Defeat the Fuuma Ninjas

Mission Explanation

Now that the enemy army is fully in the surrounding territory, some of their special forces are able to infiltrate the city and cause trouble. This blocks off access to those parts of the city until your party goes in and clears things out. The Invasion of Wildcat Lane is one of the first such battles you may face. There are no ramifications if you choose not to engage the enemies here, but it's a fun and challenging run if you do.

Beating the Mission

As with many of the optional/recurring battles, this is not an easy fight when it is first unveiled. The Ninja are of higher-level than the normal campaign foes at this period. Also, the fighting in Wildcat Alley is cramped. Take someone who is skilled at clearing enemies quickly.

Elemental issue pops up here somewhat heavily, especially since there are troops with high resistances to all three elements. It's better to use non-elemental attacks the majority of the time unless you have a character to reduce foes' defenses toward elemental attacks.

Mission Bestiary



2 x Ninken-Frostbite Squads (w/ Koga Ninja Leaders)



3 x Ninken-Firetooth Squads (w/ Koga Ninja Leaders)



3 x Yellow Tiger Squads (w/ Koga Ninja Leaders)



1 x Yellow Tiger Squads (w/ Fuuma Ninja Leaders)

Be cautious around the various
Ninja leaders; they are able to
use ranged magic, teleport, and
drop traps that explode once you
approach. Even the lower Ninja
troops can use ranged magic,
and when they scatter it becomes



harder to disrupt all of their spells. Take down small clusters at a time instead of wading into whole squads.

THE DANCE OF LIGHT AND SHADOW (LAZARUS RELATIONSHIP MISSION)

Defeat 10 Heat Commanders

Mission Explanation

Lazarus is trying to take on the world again, but people who have a high relationship with him get a chance for a special mission at this point. If you have adventured with Lazarus enough before, he'll head off with Ryuna and Xion gets to hurry after and assist the two of them. Together, they face a modest selection of melee troops on the open plains.

Beating the Mission

This is a fight that is filled with fun and slaughter! Having Lazarus at a decent level for this, which is almost a given to even receive this mission, means that Xion is used to partnering with him. Use Lazarus' potent Link Skills to slice through entire ranks of enemies. Use Xion to get around the flanks and rear of these large squads and Link with Lazarus. Dragon Spiral offers some of the easiest leveling in the world when enemy troops are packed together this comfortably!

There are 14 squads on the field, and it's best to destroy them all. The experience from this puts both Xion and Lazarus in much better shape.



When the festival of meat has ended, walk to the left end of the map and exit to return to the Heroes' Heart.

10 x Spear Officer Squads (w/ Heat Commander Leaders)

4 x Goblin Butcher Squads (w/ Heat Commander Leaders)

Mission Bestiary



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BLACKSMITHS' QUARTER INVASION FORCE (OPTIONAL RECURRING BATTLE)

Find and Defeat the Boss

Mission Explanation



This battle opens fairly early in the city siege, and it won't be easy to defeat unless you have Ryuna ready to go; there are many Skeletons in the mix, and none of these are going to stay dead without serious work or a Turn Undead spell. You don't receive much for clearing the Blacksmiths' Quarter, but this mission is still important since you won't get to upgrade weapons without getting those nice Blacksmiths back to work.

Mission Bestiary



5 x Kwanca Squad (w/ Hell Sniper Leaders)



2 x Worm Squads (w/ Snake Worm Leaders)



1 x Kwanca Squad (w/ Dark Sniper Leader)

Beating the Mission

Because Kwanca Skeletons have a charged ice attack, you must not stand in place while attacking groups of them. Stay mobile, get around to their sides while avoiding this initial damage burst, then hit their numbers quickly. Use Ryuna and Turn Undead to mop up the squads once their numbers begin to dwindle. Other than that, this skirmish is extremely short and shouldn't pose serious problems.





UNDER THE FLAG OF THE BEAST (CAMPAIGN MISSION 9)

- Complete any chores in town
- Return to the Briefing Room for the next mission "Siege on the City Walls"
- First Map: Slay all 9 Squad Leaders
- Second Map: Slay all 13 Squad Leaders
- Third Map: Defeat General Dresden

Mission Explanation

Starting from the third, inner wall of Shildia, your party must battle out to the first wall and clear the city of invading forces. There is a boss at the end, but he isn't too nasty, all told. The bulk of the enemy force uses melee, but they have some archer support. Be ready with spare Herbs, but don't worry too much so long as your weapons are upgrade to second tier by now.







Mission Bestiary

FIRST MAP



4 x Sword Officer Squads (w/ Cool Commander Leaders)



5 x Goblin Butcher Squads (w/ Prince Goblin Leaders)

Beating the Mission

The first map has no ranged enemies, and is composed entirely of Swordsmen and Goblins. Clear the top route first, then work on the slightly more populated lower section. While fighting, open all chests (there are MANY on this map). There are always a few on the right side of the map alone, with two being in the cubby behind the final Goblin squad.

It's at this point in Shining Tears that Link Skills become even more important. Normal combos and Charge Attacks deal enough damage to hurt the enemies a fair bit, but the wide-area aspects of Link Skills made them crucial for clearing these mega-sized squads. Try out all

of the Link Skills with your favorite partner and see which ones are best for your play style, or simply accept the recommendations provided in the Character Chapter and run with them.

The second map has several squads of Death Archers, making things more complicated. Use your partner to box these ranged troops into corners and come at them from both sides. Don't let ranged troops spill out into the open areas. Once they scatter, it takes ages to clean out all of them.





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SECOND MAP



Spear Officer Squads (w/ Cool Commander Leaders)



3 x Death Archer Squads (w/ Cool Commander Leaders)

The more specific and dangerous challenges come in the third map, even before you reach the final fight with General Dresden. The Blood Archers are mixed heavily with Halberd Grunts; it's possible to take extremely amounts of damage quickly when engaged with both of these groups at the same time. Pull the Halberdiers away from their buddies and attack them in packets before advancing. This takes a long time but is worth the wait.

The back of the third map is very brutal. There are multiple squads of Halberdiers crunched together with a squad of Archers. Again, pull the early foes and lead them back to the left and fight them there.

When advancing into the main host, hit the Archers early and use combat items (Bombs, Perfume, etc.) to soften them a little. Getting that part of the skirmish under control is almost as much of a challenge as the upcoming boss.

Speaking of the General, he is standing just beyond that group of enemies. Advance, watch the scene where Xion meets this important leader, then pre-



pare for a drawn-out slugfest against Dresden and his bodyguards. His private guard consists of Sword Officers and Heat Commanders, If your partner is fine for health, continue this aggressive method of these respawn after being slain, so it is impossible to keep the field clear for long.



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Mission Bestiary

THIRD MAP



10 x Halberd Grunts (w/ Heat Commander Leaders)



4 x Blood Archer Squads (w/ Dark Sniper Leaders)



The best trick is to alternate between Link Skills and Charge Attacks. Use Link Skills when there are many targets; once the guards are cleared, switch to Charge Attacks and short combos to deal fast damage to the General directly. While a huge man, Dresden doesn't dish out nearly the level of pain that you might expect. In fact, he can't accomplish much at all as long as his guards are kept clear.

killing the General. However, there is a safer and slower technique that is much easier if your ally falls. Should Xion become alone, use slow hit-and-run game with Thousand Thrust attacks. This avoids

the General's attack, which takes forever for him to charge; you are free to dash in, hack away, then pull back to avoid his swipes. The guards may hassle you a little, but they don't rush in enough to protect their leader, so the running game keeps them at bay.

The treasure that falls upon the General's death is good for this stage of the game. Indeed, this entire mission is worth repeating in the Otherworldly Mirror if you have the time and urge to gain extra experience and better loot! All told, even with three maps this is a short and lucrative mission.





BEWITCHING WOODS (CAMPAIGN MISSION 10)

- 3 Talk to Pios to find out that Volg has gone out
- Travel to the Promenade and watch scene with Volg
- Walk to the right and speak with Volg again
- Return to the Briefing Room and listen to Pios
- Make a choice to follow Elwyn or hold back
- First Map: Defeat the Orc Major
- Second Map: Defeat the Orc Major
- Third Map: Defeat the Orc Major
- Fourth Map: Defeat the Orc Marshal
- Boss Map: Defeat Prince Galahad

The final step before beginning this mission is important because it determines whether you play the next stage with Elwyn and it substantially alters your relationship with her. However, it is possible to be close to her even if you refuse to go along; it just takes more effort later. Following Elwyn raises your relationship factor with her and locks you into playing with her for the large mission ahead.



The reinforcements inside the Forest of Spirits contain humanoid and bestial squads. Expect to see Orcs mixed with a number of aerial and poisonous units. The goal is to clear several maps' worth of these while the rest of the group takes care of problems elsewhere. Your distraction should draw the attention of Prince Galahad, so a boss fight is almost inevitable here. Bring Antidotes aplenty when you come into these fights!



While personal relationships change based on your choice with Elwyn, the enemies in this mission are static. If it makes any difference, consider that Elwyn is quite skilled against flying and poisonous targets (and there are squads with those abilities in the



Mission Bestiary

FIRST MAP



6 x 2nd Class Orc Squads (w/ Orc Sergeant Leaders)



3 x Ogre Bat Squads (w/ Slash Bat Leaders)



3 x Orc Warrant Squad (w/ Orc Major Leader)



1 x Orc Major

Beating the Mission

The first map is fought in the Elven village, so there isn't too much treasure lying around. Instead, there are waves of Orcs to face. There are also a few squads of Ogre Bats. In the cramped quarters of the great tree there, it is somewhat tough to get around enemy squads. To compensate, stand side-by-side with any melee partners, or block off the route to support partners and let the enemies come to you. Either way, trade blows instead of trying to push through.

Pushing through gets Xion hurt too much to be worth it, even for some of the best Link Skills.

The Orc Major is linked with a squad of Orcs at the top of the map. Go all the way around the tree on the ledges to reach this area. Keep the pressure in these squads and advance toward the leader without trying to snipe him specifically. It won't be too long before the exit appears, and your party can climb to the next area.

There are many Orc Warrants and Spiders on the second floor. The Warrants are mostly ungrouped, so they exist entirely to hassle your characters. Kill them when they come close, but there is no need to go after all of



them. Instead, the fun experience comes from clearing the Spiders; these are worth moderate experience and don't take very long to kill. To find the Orc Major on this level, clear the central area and fight the huge number of Warrants beyond it. The Orc Major is among them, and the exit point it farther ahead, at the top of the map.



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SECOND MAP





14 x Young G Spider Squads (w/ G Spider Adult Leaders)



1 x Orc Warrant Squad (w/ Orc Major Leader)

On both the second and third maps, Antidotes drop with relative frequency. Don't be shy about using these to stop the poison that the Spiders inflict on your characters. As long as you came in with a number of Antidotes, there should be no danger of running out.

The third map is prepared in much the same fashion as the second one; there are random Warrants and many Spiders to contend with. The Orc Major is in a cluster of Warrants north from the center

of the map, and you can either try to clear the entire area or rush right in. Either way, be hesitant about taking on the entire mass of

Warrants at the same time. If your Defense isn't high enough, healing is often needed to get through the initial volley as you weed the group down.



The fourth map contains the

Orc Marshal, a Mage who is able to summon a squad of poisonous Mummies to aid him. The rest of his map is covered with squads of Ogre Bats, which are light on Hit Points but fierce on the attack. Again, high physical Defense is a great boon for this region, since there the Marshal is the only elemental attacker. Use standard hitand-run moves against the Bats, then work in to destroy the Marshal The Mummies are not able to swarm your party if you fight them in the narrow hedges where the Marshal stays! Back off to avoid his spells, and force the Marshal to move and cast. Once he falls, only the exit and the boss of this engagement remain.



Mission Bestiary

THIRD MAP



14 x Orc Warrants



14 x Young G Spider Squads (w/ G Spider Adult Leaders)



1 x Orc Warrant Squad (w/ Orc Major Leader)

Galahad has a flying machine, and that gives him practically all his defense right off the bat. Throughout this fight, the enemy Prince is able to determine when and how you get to attack him. Knowing his pattern makes all the difference between victory and failure here.

The following is Galahad's attack pattern. He flies evasively at first, so there is no way to attack him directly. From on high, he throws five area-of-effect bombs toward the nearest party member—there is just over a four count between each bomb. These explode for

modest damage. After five throws, Galahad comes in closer, flying directly over to your nearest person and going into a bombing frenzy. Get away from the area and let range be your defense. Galahad repeats the frenzy three times and lands right after finishing the third flurry.

This is your only time to attack the menace; come at him with everything you have! Charge an attack while he is finishing his third frenzy, and use that to open your combo against the boss. After several seconds, Galahad rises again and repeats his bombing runs. Turn back to defensive fighting and wait for your next chance, and continue this until the fiend is down and out.

Apart from the Prince's bomb runs, there is danger from running into the various Orc groups around the area. Luckily, these can be cleared and kept clear, which makes maneuvering much safer in the future. If you plan on going for the long haul instead of a quick victory, try to intentionally trigger and kill the Orcs early on, then go after Galahad after the masses are gone.



WOODS



FOURTH MAP



12 x Ogre Bat Squads (w/ Slash Bat Leaders)



1 x Ghoul Squad (w/ Orc Marshal)

The Orc groups on the left side are much easier to clear. The lower portion is already vacant when the battle begins, and the Orcs in the top-left aren't numerous. Still, these are entire groups of casters; they can do enough damage in a single burst to badly hurt Xion, so heal and stay at high health when attacking these clusters. Once the left is open, you have more than enough room; the other Orcs won't come over at all, so there is no need to mess with them.

With the battle against Galahad complete, the Forest of Spirits is safe. Your party is able to return to Shildia without a heavy conscience, and there are usually a few nice treasure pieces to sweeten the pot.







Mission Bestiary

BOSS MAP













WOODS

SANDSTORM (CAMPAIGN MISSION 11)

- Talk with party during post-battle scene and decide on your reaction to Mao's performance
- Engage in several battles against the enemy camps (though these are recurring battles, it is necessary to trigger the next stage of the campaign)
- Suggestion: Attack the Southern and Central Camps for faster experience and completion (these are fast and rewarding fights)
- New Briefing Room mission appears after several such fights, select it to move forward in the story (select Desert Reconnaissance)
- First Map: Destroy 4 Poison Paste Generators
- Second Map: Destroy 7 Poison Worm Generators
- Boss Map: Defeat the Enemies' Leader

The decision with Mao is another point of character development. If you decide to answer positively, her feelings toward you improve. If you instead answer hesitantly, she won't get that boost.

Mission Explanation



The invaders have selected a crafty position for the following battle.

There is just enough maneuverability to get yourself in trouble, and there are monster-spawning devices and traps all over the place. The goals are based around quickly destroying these generators.





Mission Bestiary

FIRST MAP



10 x Feather Commanders



7 x Wind Mage Squads (w/ Lightning Master Leaders)



4 x Poison Paste Generator

Beating the Mission

Right off the bat, the first map has poisonous cacti that are to Xion's right side when he begins. Destroy these from range (if possible) or with a high-speed rush. Use an Antidote after beating clusters of these things if you have been poisoned. Even worse, there are shooting cacti to the north and at many other tactical positions on the map. These have longer range and are thus a royal pain to avoid. Run past these and fight squads of enemies when the cacti are offscreen. On the whole, this is much less taxing than taking out every single cactus patch.

The Generators start off without any of their troops, but they start to spew Poison Pastes onto the field once your group approaches. Try to eliminate squads of foes near the generators without triggering this creation process. Once the Pastes start to appear, move in and focus on the Generators while trying to hit nearby Pastes as well, to keep the numbers thin. This brings down Generators with fair speed.























SECOND MAP



x Lizard Men Squads (w/ Alligator Men Leaders)



7 x Poison Worm Generators

The second map is an even tougher nut to crack, even though there are fewer cacti there. The generators are more heavily guarded, and they throw Poison Worms and Viper Worms into your midst. Pull the Lizard Men in the area away and deal with them first, since swarms of these melee foes hit hard and effectively in melee.

In the middle of the map is a lower area that is quite toxic. Move through this area quickly by running, then climb the far side and use an Antidote immediately (they cost only a trivial amount compared to repeated use of better healing items).



Using large-scale Link Skills here pulls in experience like a net! Th Lizard Men must cluster heavily to be at their best, so anything th uses a wide line or a circle effect is absolutely splendid for clearing olor of the Mage's spells. The color of this caster's charge lets you them. Lazarus and Neige really have some good times.



Mission Bestiary

BOSS MAP



3 x Venom Gizmo Generators



When the final Generator goes down, move to the upper-right and exit the map. A surprising boss fight awaits!



The Mage you face in the last map is more than a match for most pairings. Add to that a few problems from the poisonous cacti that make it hard to maneuver and this fight gets quite ugly. For survival, learn the

now which attack is about to begin.

The map also has three Venom Gizmo Generators. If you are willing to confine the battle to the lower part of the map, these can be avoided. However, once triggered, expect the Generators to cause problems, so take them out if you get close to them during the battle. For the best middle-ground, take out the rightmost Generator and leave it at that; this gives you a fair bit of elbow room.

| SPELL COL | ORING |
|--------------|---|
| CHARGE COLOR | SPELL EFFECT |
| Blue | Tracking Ice Wave (Narrow, Mostly Single Target) |
| Red | 360 Degree Fireball Spread (Clockwise Pattern) |
| Yellow | Large Lightning Burst (Fires to Four Corners, Non-Tracking) |

The Mage's primary spells deal damage well, but a skilled player can avoid them the vast majority of the time. The Ice Wave is great



at tracking, but it's too slow to catch a running character (and it gets caught on the cacti sometimes, so position them between yourself and the wave).

















The Fireball Spread gets the boss hurt more often than you because it is slow and predictable. When the caster is charging, get to a position just a tad earlier in the clockwise rotation than the Mage's current facing (e.g. If the caster is a 6 o'clock, stand at 4 o'clock). This keeps the first attack from hitting you. Next, move clockwise with the spread for the first few attacks before turning on the boss while the now useless spell continues. This lets Xion score massive damage without fear of reprisal.

While Lightning Burst goes out in 4 directions, there is a substantial distance between the bolts. Retreat during the charge time, then slip in between the two bolts that are coming your way. Again, it's not hard when you know what to expect!

At the end of each spell, the caster Blinks away, ending whatever attack you were launching against him. Instead of being in the middle of a long Charge Attack, use short combos toward the end of these spells to keep from wasting time and leaving yourself exposed.

In no time, the boss falls and you are given a short scene to enjoy.

Take all that wonderful treasure before you leave. Because this boss only has two maps in the mission leading to this fight, it is very fast to farm middle-end gear from this mission.





STRAY CAT RHAPSODY (MAO RELATIONSHIP MISSION)

- Take care of town errands and return to Heroes' Hearth for scene (or do a random battle for same effect)
- Go into the Briefing Room and select Operation: Mao (A Relationship Battle)
- Operated the Lightning Master

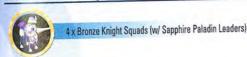
Mission Explanation

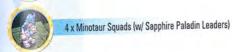


As long as Xion responded positively to the question of Mao early, and has taken her out to a battle, this event opens before the next Campaign Mission is ready. After you runs some chores in town or finish a random fight, this event occurs and you must hurry to stop any problems. Mao is the focus of this sequence, but you must choose a different partner to help her. There aren't terribly many enemy squads, so this isn't a frightening battle, but the sheer number of Knights is a threat unto itself.



Mission Bestiary





1 x Minotaur Squad (w/ Lightning Master Leader)

Beating the Mission

The squads on this wintry field are spread out and allow you to take single groups without drawing others in the conflict (unless that is your desire in the first place). The high number of melee foes mean that each squad plans to rush your characters; prepare Link Skills that take advantage of that.

Neige is a bit of a weak character on this map because there are few creatures who are soft toward Ice here; this limits her ability to blow down large numbers without a huge expense of Skill Points. Lazarus (for damage and survival) or Ryuna (to break the enemy's resistances and heal) are both quite effective in this area.

If you haven't redone the camp battles frequently, this may be your first time facing Minotaurs. These melee beasts are simple to destroy, but they make it hurt by using more aggressive attacks as they die in droves. Use hit-and-run tactics against these troops, even though they look like they won't be too rough.

The Lightning Master is hidden in a squad at the top of the map. Drive into that group with a fully-charged Thousand Thrust and aim to bring this caster down before he can support anyone. After he drops, the flag appears to complete the level. All's well that ends well.





A KNIGHT'S HONOR (CAMPAIGN MISSION 12)

- Talk to the people around town, especially those in the Promenade. They explain about the character of your newest enemy.
- After learning more about the enemy commander from the people in town, return to the Heroes' Hearth and speak to Pios (he says if you've talked to enough people by responding that it's time to "Move Out")
- March down the steps into the Briefing Room and choose to fight The Battle of Eltanian
- First Map: Defeat all 15 Leaders
- Second Map: Defeat all 22 Leaders
- Boss Map: Defeat the Holy Knight

Mission Explanation

Out in the fields east of Shildia, a great many Knights have gathered. There are melee troops and archers all over the place, so it requires a solid companion, and one that you've learned to trust. Fire resistance is a useful thing to have, since scout reports tell of Centaur archers with fiery arrows. The ultimate goal is to bring down the leader of the Centaur forces; prepare for a fight against many high-Attack melee troops and a Boss to match.





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Mission Bestiary

FIRST MAP



8 x Bronze Knight Squads (w/ Sapphire Paladin Leaders)



7 x Flame Arrow Knight Squads (w/ Sapphire Paladin Leaders)

The fates are even kinder as Xion enters the second stage of the mission. As the heavens open, rain turns the field into a nightmare of mud and hard movement. Although you are affected by this, the Centaurs suffer the most for it! Archers cannot run away as quickly, making it easier to bring them down in groups. Approach enemy Squads from the green areas; these aren't as sodden and allow characters to move at full speed. By ambushing enemies from these faster areas, you prevent them from escaping and push them into the mud.

Beating the Mission

The first map occurs during fine weather, so the Centaurs are able to make great use of their speed and power on the battlefield. The spacing of the Squads is enough to keep Xion from running into multiple groups at the same time; use that distance to pull the relatively small Squads out to their deaths. Have the character in your party with higher Defense trigger these fights. Luckily, there are no special monsters or dangers on this field, making the fight a simple one.









SECOND MAP



17 x Bronze Knight Squads (w/ Sapphire Paladin Leaders)



5 x Flame Arrow Knight Squads (w/ Sapphire Paladin Leaders)

After the fall of the second map's leaders, run to the flag and enter the final stage of the conflict. A Holy Knight from the enemy force moves out to engage your party, and he has both Knights and Paladins to assist with his attack against you. There is a short delay after a Squad falls before the Holy Knight can call for reinforcements, so there certainly is reason to knock these foes out of the way while fighting. It gives you headroom to fight in peace.

The Holy Knight has a fair degree of power through both direct attacks and his abilities. To defend himself, this hero calls upon a strong wind that throws your party away from him. This is more debilitating than

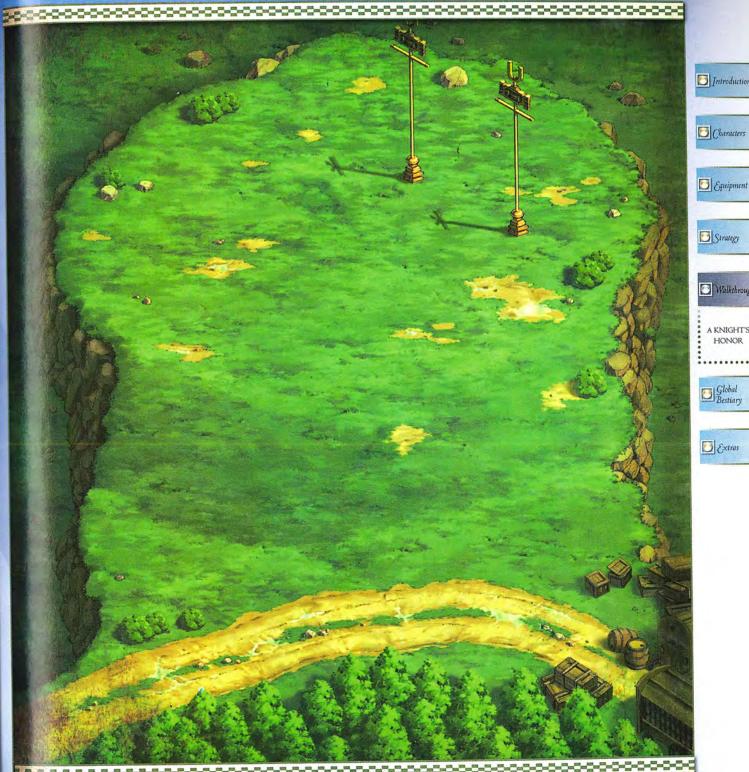
deadly, but it makes long combos harder to continue. Use moves from range, when possible, or engage in attacks that keep your characters mobile.

Moves that deal wide-area damage are ideal when the Squads are up and running. Ice Rings or Ice Walls from Neige, Lazarus and his evil Dragon Spiral, Multishot from Elwyn, and so forth. These deal damage and keep the Holy Knight on the defensive. Don't hesitate in using restorative Skill Point items, as needed, since this battle drains them quickly.

There is a fine scene at the end of the fighting, after you have grabbed the treasure! It's back to the Heroes' Hearth to learn more about the state of your enemies.







Mission Bestiary

BOSS MAP



2 x Silver Knight Squads (w/ Platinum Paladin Leaders)



1 x Boss Holy Knight



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Extras

BONDS OF BLOOD (NEIGE RELATIONSHIP MISSION)

- Speak with Neige in the Heroes' Hearth and answer affirmatively to go on a special mission
- 3 Select "In Rastaban Desert" from the Briefing Room to begin this mission
- First Map: Defeat 10 or more Leaders
- Second Map: Defeat 10 or more Leaders
- Boss Map: Defeat the Enemy Boss

Mission Explanation

Neige has important matters that are outside the scope of Weissritter. To aid her, Xion travels to the desert and begins a search. The reasons and goal of this quest are not revealed to the other members of the group, but the cause is just. There aren't any choices for your allies, since Neige is a given here. To prepare for the upcoming fighting, grab extra Antidotes and focus any damage items toward fighting enemies with quite varied elemental resistances, even anti-lce Squads are out here.





Mission Bestiary

FIRST MAP



8 x Poison Worm Squads (w/ Viper Worm Leaders)



10 x Orc Private Squads (w/ Orc Superior Leaders)





Beating the Mission

There are many Squads of Worms and Orcs in the first map. Your group faced the dangers of the desert before, but there are a few perks this time around. No natural dangers grow in this region, meaning there are no cacti or poisonous fields of plants. The only major troubles come from the enemies themselves. Because of the large Squad size for both the Orcs and Worms, it's wise to use area-of-effect attacks. Draw enemies back onto Ice Walls or bear the damage and waste entire groups with Ice Ring assaults!

If you aren't looking for extra
trouble, rush to the right and
down to exit the map after
destroying the minimum number
of Squad leaders. However,
there is a fair amount of experience to be gained here, so the
extra fighting can be a good thing.



Mission Bestiary

SECOND MAP

Mission Bestiary

BOSS MAP

1 x Enemy Boss



12 x Imps



15 x Orc Lieutenant Squads (w/ Orc Colonel Leaders)













BONDS OF







The second map is not as forgiving. As before, there is a large, poisonous area in the center that deals heavy damage to everyone passing through. Have Antidotes prepared and don't bother curing until you arrive at the other side, since the poison re-inflicts itself instantly if you cure within the boundary of the toxic plants.

10 x Poison Worm Squads (w/ Viper Worm Leaders)

There are Ice-resistant Squads of Orcs in this area, and they are all archers.
The flying Imps are isolated and patrol this area, and they also count as Bosses. It's easiest



to pass through this area quickly, without worrying about killing any more creatures than necessary. Slay Imps to get toward that ten count to leave the area, something you can achieve by rushing past most of the archer groups. As with many Xion/Neige pairings, using a sword like Blaze Limiter is the best, since the enemies strongest to Neige become weakest to Xion with a fiery weapon.



Neige and Xion return to the area where your party confronted the mysterious mage, known as Visage to your group. This time, there is someone else there. The greater threat is from the full set of Worm Squads that litter the place, making it hard to avoid the poisonous plants and the blasts that rain down upon Xion.

The Boss you face uses tactics and abilities that your group has seen and defeated before. There are no changes to this routine, so the methods used previously work again in this encounter. However, there are a few changes in priorities that greatly improve your chances in this skirmish.

First off, the Worm groups in the center and to the right must be destroyed. They take up a great deal of space. Use Ice Wall to wound their advancing wave of flesh and have Xion Thousand Thrust his way through the



remainder. Gravity Slash is useful here as well. After quickly clearing the way, Xion and Neige are able to properly attack the Boss, bringing him to the ground in short order! Although only a morsel of intelligence is gathered about the enemy's plans, this event brings Xion and Neige much closer together!

REQUIEM FOR A HERO (CAMPAIGN MISSION 13)

- After finishing town chores, enter the Briefing Room and look at the new battle development (these are some serious problems)
- Choose Mobile Fortress Strike and begin the next Campaign Mission
- First Map: Defeat the Boss
- Second Map: Defeat All 8 Leaders
- Third Map: Defeat the Sky Commander
- Fourth Map: Defeat over 10 Leaders
- Boss Map: Defeat the Holy Knight Boss

Mission Explanation

The Birdmen of Shildia are ready to help in the battle, and they take the party into the thick of things, bypassing the entire enemy army in the process. It's a crazy ride, but the safe landing makes it all worthwhile. Bring your favorite Squad-busting character as a partner, as there are many thick Squads in this mission. Upgrade any armor that has come along, if possible, since a higher Defense makes these fights much easier.





Walkthroug REQUIEM FOR A HERO Global Bestiary Extras

Mission Bestiary

FIRST MAP



3 x Minotaur Squads (w/ Silver Commander Leaders)

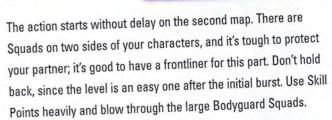


Beating the Mission

Anyone who passed through Neige's Special Mission is ready for this problem to appear. Sure enough, your party doesn't make it more than a few steps without running into old (and bad) news. This time, however, there are few enemies in the way. Left without support, the Boss has made a huge error in attacking your party. Use the empty space to elminate your foe! Not only does this keep things off of your back while fighting, but it is possible to pin the Boss to the walls and force him out of his safe mode.

With your group's up-to-date attack and magic, this Boss cannot stay in the fight for long. After a round or two of attacks, the skirmish ends. Travel to the right and start clearing the regular Squads from the top floor of this structure. There are only three Minotaur Squads up there, and these aren't even large, but just wait until you see what is on the lower floor.

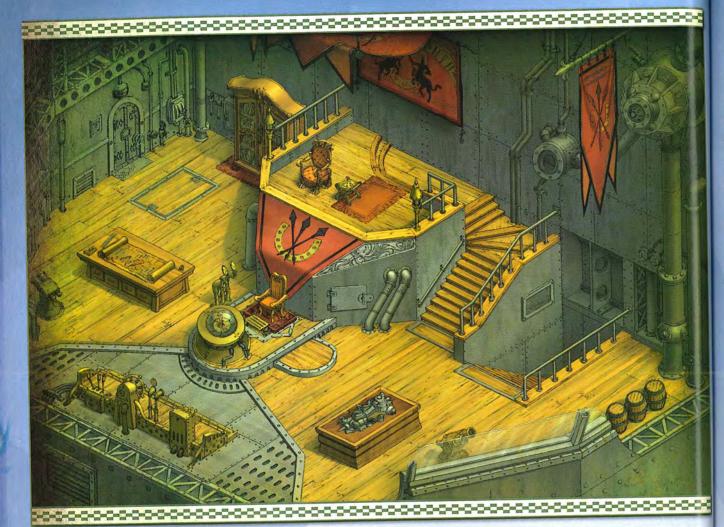
There are several hard-to-find chests that you can grab before descending the stairs. Don't miss these if you are in a treasurehunting mood.



The third level only has a single Squad of troops. These Birdmen are allied with the enemies. It's easy to beat this level quickly using a burst of area-of-effect attacks at the center of the great. All of the flying targets crowd around at first and allow themselves to be killed in droves. Waiting can actually lead to slow, drawn-out, and painful battle; the Birdra forces take off and drive bomb your group if given some time. Thus, an early rush is a fitting and enjoyable way to overwhelm the Squad here.



Requiem for a Hero



Mission Bestiary

SECOND MAP



4 x Sword Bodyguard Squads (w/ Silver Commander Leaders)



4 x Halberd Bodyguard Squads (w/ Silver Commander Leaders)



While nothing is there to stop
Xion from leaving the level
immediately after, there are treasure chests on the left side, right
corner, and bottom (by the flag).
Collect these, as desired.

The fourth map is loaded with Lizards and later Dark Elves as well.

The Lizard's heavy Squads make a direct assault difficult because of their numbers, damage, and ability to Confuse characters. Draw the first groups out and keep your partner in check to avoid triggering extra forces. Move methodically through the leveling using these tactics and rely on heavy Link Skills to wipe Lizardmen Squads without resorting to slower slugfests.



Once the Dark Elves show up, farther right in the map, it's even more important to clear the Lizardmen fully before going forward. Getting Confused while the Dark Elves shoot at your party is a major pain. Remember

to reverse your controller's direction when Confused to continue along your original path.

Mission Bestiary

THIRD MAP



1 x Birdra Squad (w/ Sky Commander Leader)

There are more than enough Centaurs guarding the generators you seek. These troops are divided between many Leaders, keeping the Squad size small and agile. Before moving to the right and tempting the Holy Knight in battle, clear as many of these missile Squads as possible; they make the fight far more challenging, and the more that die before the Holy Knight begins his attack, the better things look.

Even after Cheiron rushes to engage your characters, his preferred areas of the map are out in the open. For a breather, squeeze onto the catwalks on the left or right side and clear more Centaurs from those places while getting a better feel for things.

Cheiron uses a fast charge to deal some of his damage and resorts to his area-clearing Knockback after meeting foes directly. Get his attention with Xion and lead Cheiron around the level with your partner following behind, doing quite a bit of damage without much reprisal. If the Holy Knight ever turns, spin and release a Charged Thousand Thrust to get his mind back on the real threats. For the ultimate victory via unfair methods, run away from Cheiron while Lazarus is doing a Dragon Spiral. Both your friend and foe follow, causing Cheiron to take gut-wrenching damage.

Treasure chests are scattered around the map and can be stolen during the fight. This is sometimes a nifty way to get extra healing items or other restorative goodies without jumping back to the Heroes' Hearth.











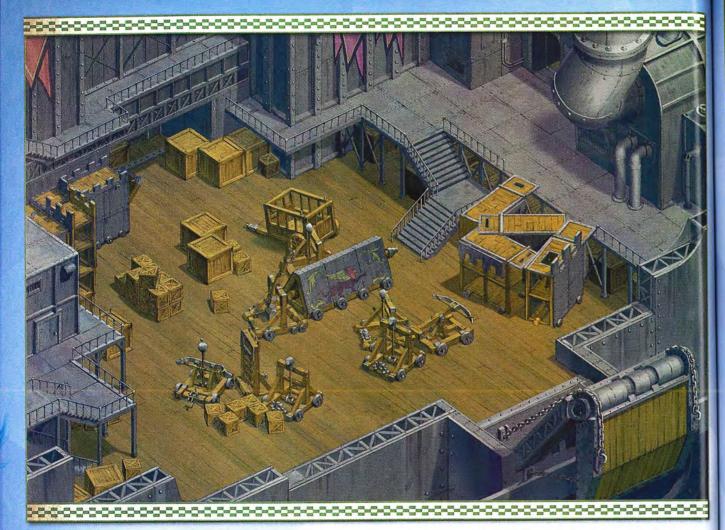












FOURTH MAP



0 x Lizard Warrior Squads (w/ Crocodile Men Leaders)



6 x Demon Hunter Squads (w/ Shadow Sniper Leaders)

After the Holy Knight is defeated, Xion pleads the case of Shildia. There is some honor in the ranks of his foes, and much can still be done to save the nations from ruin. As a bit of a surprise, there is a final duel to make before the

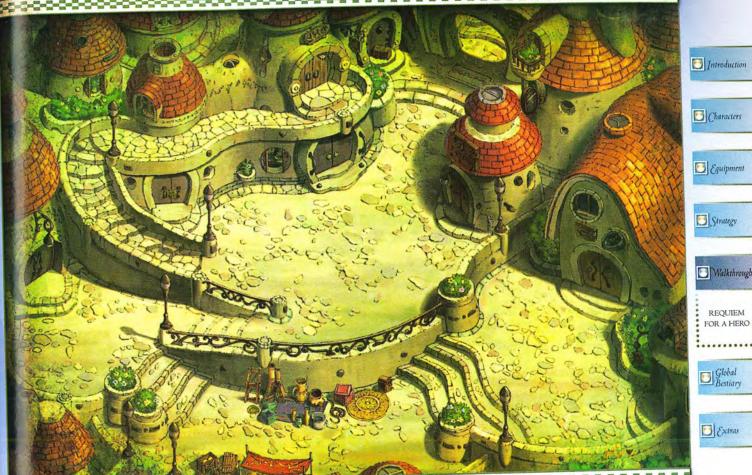


mission is complete. Xion can retreat to save and grab additional healing items, should they be needed. Your foe deals a substantial amount of melee damage, and the duel itself is not terribly easy unless you are quite fast to react.

Run in a circle around this extra Boss and let him make the initial moves with each strike. Run forward after he is dedicated to an attack and slice with Thousand Thrust at the area where your foe originated the attack; he jumps back into your attacks. This time, the Boss has a more powerful circle attack that he makes as well. Use moves from greater range to counter that.

Although Cheiron didn't drop the usual three treasure chests, this duel ends with a series of three chests and the end of the mission. Note that losing the duel counts as a normal death, meaning the game lets you return to the duel after losing your money and some experience.





Mission Bestiary

BOSS MAP



15 x Silver Arrow Knight Squads (w/ Silver Bow Knight Leaders)





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A TURN IN THE WAR

This is a great turning point for Shildia. There are bitter moments in this victory over the invaders, but it seems that there is hope for the great city of Shildia to come out of this war relatively unscathed. However, there is much that needs to be done still. Too much is left unexplained, and that is a danger unto itself.



The Tower of Heaven

Talk to Ryuna and Pios after these missions, and soon enough Xion learns about the Tower of Heaven. This great structure offers several things of importance. For one, there is an optional mission with Ryuna that can be done at this time in the Tower of Heaven. The levels are the same whether you go there normally or in the mission, so there is nothing difficult to contend with.

Even after that Relationship Mission is finished, the party can return to the Tower of Heaven whenever they wish. This Tower is covered more in the final chapter of this guide. There are 60 levels to the structure, and you receive an important collector's item in return for defeating the tower.

It takes nearly a Level 50 character set to finish the Tower of Heaven, so it's not likely to be doable until you play the game again in Advanced Mode and gain levels there. Return to Normal Mode in the future for defeating this special dungeon. For a person with great patience, take on the tower now and use the creatures in the middle tiers of the dungeon to gain levels. This is a slow process, but it is doable.

THE DARK MASK (CAMPAIGN MISSION 14)

- Talk to the citizens of Heroes' Way and finish any shopping
- Return to the Heroes' Hearth and talk to Pios; an important scene follows
- After the scene, enter the Briefing Room and choose "For Liberty" from the missions available
- First Map: Defeat All 8 Leaders
- Second Map: Defeat All 15 Leaders
- Third Map: Defeat All 8 Leaders
- Boss Map: Defeat Visage

Mission Explanation

With the outer sections of Shildia in trouble, your party is called upon to repel the invaders once again. There are Wights, Golems, and Demon Casters in the mix, so Ryuna is a strong choice for the first map, at least. Her healing powers come into great use as well.





Mission Bestiary

FIRST MAP



5 x Wight Squads (w/ Blizzard Master Leaders)



3 x Golem Squads (w/ Blizzard Master Leaders)

Beating the Mission

The first map has a number of modest Squads using Fire-resistance troops and Ice-resistant Leaders. Ryuna helps against both of these, and she is able to Turn Undead and destroy the Wights easily. Clear the lower party of the Blacksmith's Quarters first to give your characters room for continued fighting. If Xion is wielding the Blaze Limiter before entering this series of fights, the route is going to be especially difficult. He does almost no damage to the Golems and the Wights are almost as bad. However, there are so few Squads that it isn't worth changing to another Tier 3 weapon, so abuse the healing items and slug things out if that is the case.

The lower and upper groups of enemies are easier because you can draw them onto the stairs and rely on heavy Thousand Thrust chains to pile up the dead. Bring Ryuna in to Turn the Wights after they have already collapsed.







SECOND MAP



4 x Ancient Lord Squads (w/ Blizzard Master Leaders)



5 x Dark Mage Squads (w/ Blizzard Master Leaders)



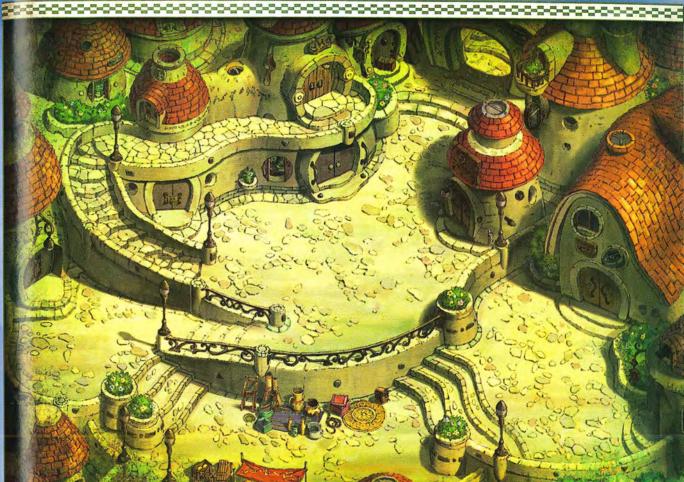
3 x Icerock Golem Squads (w/ Blizzard Master Leaders)

The second map is much easier for Fire-based Xion players. There are Mummy groups in the Promenade that are weak versus Fire, and some of their Leaders are still Blizzard Masters! While Ryuna is still great for this fight, she isn't as direly needed because the Mummy Lords don't Resurrect themselves as quickly as the Wights. In fact, they don't Resurrect at all unless their Squad Leader is still alive.

The other Squads you come across are soft but high on magic damage. These small clusters consist of Dark Mages and Blizzard Masters. Rush forward and use heavy attacks on them as early as possible. If they complete a group of spells, the incoming damage is extremely high. Do not use Turn Undead until the Mages in an area are down, since Link Skills that take a long time leave you too exposed to spells.

When the Leaders are defeated, take the exit in the upper left to reach Wildcat Lane.





Mission Bestiary

THIRD MAP



4 x Wight Squads (w/ Blizzard Master Leaders)



4 x Brover Squads (w/ Blizzard Master Leaders)

The third fight is a painful one. Enemies in Wildcat Lane are able to shoot across the various tiers of the level, and that is doubly trying when you see that the Wights and the Brovers have ranged attacks. The Leaders do too, since there are still many Blizzard Masters here. Take on as little as possible without angering Squads that are on different tiers. The Brovers are in heavier armor, but the bodies inside are still Undead, making everything in the level besides the Squad Leaders Undead. Turn them all after Xion defeats the majority of each group.



Introduction









THE DARK MASK









BOSS MAP



5 x Brover Squads (w/ Reptilian Leaders)



4 x Lizard Soldier Squads (w/ Reptilian Leaders)



1 x Visag

The final fight of this series takes place in the Birdmen's Village. Visage returns, and this supreme caster is able to deal more magic-based damage than before. He uses the same abilities, but the fight is



harder because of the Undead in the level and the cramped quarter Dodging spells is a greater chore, and it takes both luck and timing to pull it all together.

Visage won't engage until you advance to the upper left side of the map. Destroy all of the Brovers and Lizard Squads in the way, and don't leave a single enemy alive; even the dead ones need to die again. This creates a future battle zone for attacking Visage without pesky Squads hassling you. After Ryuna has done her part against the Undead, you have the choice to retreat and swap in a more aggressive melee character in her place. Vicious and fast fighters like Volg and Mao are especially skilled for bringing down Visage, sit might be worth the time involved in making said switch.

Visage uses the exact same attacks as when you faced this Boss in the desert. You have an option this time that was unavailable before: a full-on rush. With the attack power of Xion and Volg or Mao, you can rush and defeat Visage before the caster can get off more than a few spells. Use a healing item or two just to be safe, but this method of victory is very fast in comparison to dodging spells and rushing in for short bursts. In the long run, this even saves on healing items unless you become quite skilled at avoiding Visage's spells in this tight area.





Once the dark Boss has been stopped, the flag appears in the lower left part of the map. There are still four Squads of enemy troops on the level, and the treasure that drops from Visage is in chests at the top part of the map.

A number of important events continue after the end of the mission. Watch these, then return to the Heroes' Hearth for a short rest. Finish any duties in town, then move to the Briefing Room for the next event in the series.

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ANCIENT SOULS (CAMPAIGN MISSION 15)

- Finish the scene from the previous mission
- Appraise, restock items, and return to the Briefing Room (Select "The Battle for Corleonis")
- First Map: Defeat All 13 Leaders
- Second Map: Use All of the Levers
- Third Map: Slay Over 7 Leaders
- Fourth Map: Defeat the Mechanical Emperor

Mission Explanation

The central palace grounds are in danger of being overrun.

Weissritter responds immediately, and your characters are there within moments. There are Orcs all over the place, and these Squads include both grunts and casters. Bring a character for clearing large groups. Though Neige would normally be perfect here, there are many Ice-resistant Orcs in the mix, so she isn't quite as devastating as she might normally be. Mao (with a Fire-based Tanto) or Volg are again great choices here. The new Samurai who has joined the party is also quite adept at destroying these packs of foul beasts.





FIRST MAP



* Class Orc Squads (w/ Orc Master Leaders)



6 x Orc Major General Squads (w/ Orc Commander Leaders)

Beating the Mission

The first map is quite straightforward; the Squads you face contain either Orc frontliners or Orc casters. Trigger the grunt types and let them come to you, then plow through the ranks while your partner takes them from the side. As with all Orcs, the Squads panic when their Leaders dies, making it easy to mop up the remnants.

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The Demons with the Brovers are powerful, but they lack an aggressive spirit. As long as Xion pins himself to the Demons and stays on

the attack, there isn't much danger of high damage. Having a Fire-

based weapon makes the fights against the Demons slow, as they

are fire-resistant. However, Ryuna's Elemental Break helps against

this, and Charged Single Skills are especially easy to land against

these slower Leaders.

Swap Ryuna into your party for the second map. There are many Undead in the dank sewers beneath the castle, and the tight quarters make it impossible to advance comfortably without destroying these creatures entirely. The Brovers continue to use their ranged attacks, so a fast rush against them is the best means of survival.

Use more caution with the caster groups, because they lose a volley of dangerous magic when Xion first approaches each cluster. This early attack is about all that the Orc Major Generals have, since they fall quickly once you get into their midst.

After the last Leader falls, descend into the hidden passage by taking the flag on the upper left side of the map.



Mission Bestiary

SECOND MAP



9 x Brovers Squads (w/ Demon Leaders)



1 x Demon

Attack the levers throughout the level to open the path toward the in the middle of the area. There are many sets of arrow traps in Brovers Squad at the end to avoid fighting in the middle of the traps.







upper end of the map. Be cautious while crossing the tiny hallway there that fire often; walk slowly at first to avoid these, then rush the



Mission Bestiary

THIRD MAP



6 x Orc 2nd Lieutenant Squads (w/ Orc Lt. Colonel Leaders)





6 x Lesser Demons

The third map is thick with Orc archers and flying Lesser Demons, You only need to destroy seven of the Leaders on the level to pass through [5] Equipment the doors on the right side of the area. Because of the time involved in beating all targets, it's best to knock down the Lesser Demons in passing and only defeat two or three of the Orc Leaders while racing for the far doors.

However, if you wish to get all enemies, retreat and replace Ryuna with a fully prepared Elwyn or Volg. The anti-range capabilities or

respective speed of these characters make it easier to deal with the packets of reinforced archers that practically coat the walls of this place.



Introduction





















Mission Bestiary BOSS MAP

then open.



the water, and open the final door with the lever at the right side of that ledge. Leave the level through the doors at the top right, which

Opening the final door takes

a bit of legwork. Once the top

area is cleared of Brovers and

levers, marked by Blue on the

map. Clear all the upper levers,

return to the lower walkway, by

Demons, look for all of the

The Boss battle for this mission is not an easy one. The Mechanical Emperor has the ability to launch missiles, fly quickly, and cause general mayhem. Equipping items for a higher Lightning resistance is a solid start for this battle, since the Emperor's best attacks are either physical or Lightning based.







and prepare Charged Single Skills. After settling into his routine, the Emperor uses this once per cycle; after his flying period, the Emperor lands and soon begins to summon the Lightning Spheres.

After the Spheres collapse, the Boss stays in place for a short time and uses his weaker attacks; first, he charges forward while firing missiles at your characters. Run to the side to avoid the missiles, then close in for melee attacks. After a short delay, where you get to launch Single Skills unmolested, he throws his arms toward the closer character and shoots his hands toward that person. This Rocket Punch is easy to avoid with a quick backstep. Return and punish the Emperor with a Single Skill.

When the Emperor takes off and starts to circle, head toward the walls of the room and use them to avoid the rain of bombs that fall.

This attack is another one that is better to wait out. You cannot harm the Emperor when he is that high off the ground anyway.



Without a living player to control your partner, it's difficult to keep the Emperor from taking out your buddy. This often occurs during the Lightning Sphere phase; any frontliner must be manually steered away from this, other-

wise they rush forward and take it on the chin. Having Ryuna, Elwyn, or Neige avoids this somewhat and is easier if you fight the battle with an Al ally.

The Mechanical Emperor drops high-quality treasure. It's frequently Ring Mail and some of the other equipment from the middle stage of the game that falls here. It takes enough time to reach this Boss that the mission isn't terribly farm-friendly. However, this is still a fitting reward for your hard work against such a well-protected enemy. Plus, this time, he is gone for good!

AFTER THE WAR, A DARK CLOUD ON THE HORIZON

This time the war is fully over. All of the remaining leaders of the invading army have been defeated, and there is peace for Shildia once again. Of course, Visage spoke of a great success, even as the power behind the destruction was facing defeat. Perhaps there is a shadow rising even now?

MESSENGER IN BLACK (CAMPAIGN MISSION 16)

- Talk to all characters in the Heroes' Hearth; this advanced time through the next day
- Watch the scene that follows, then choose "Comrades in Arms" from the Briefing Room when ready for the Mission
- First Map: Free 1 person from a cocoon
- Second Map: Free 7 people from cocoons
- Third Map: Free 3 people from cocoons
- Boss Map: Defeat the Mother Creeper

Mission Explanation

The citizens of the city are in even more trouble than before. Not only must you fight the monsters that are boiling forth, but the greater duty is to break citizens free from the cocoons that have trapped them. In the first map there is one such person, but there are many coming after that. All characters are quite suitable for this mission, and the Creepers ahead shall fall before you before long. The Creepers you face are worth quite a bit of experience and should fall quickly. This makes the entire mission lucrative for repeated runs and leveling your characters for the final few challenges of Normal Mode.



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FIRST MAP



7 x Creeper Squads (w/ Despair Bug Leaders)





SECOND MAP



12 x Chaos Creeper Squads (w/ Crime Bug Leaders)

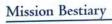
The Creepers here are fairly resistant to Fire, but their tight clumps lend themselves to slices from Thousand Thrust. Once all people are free, clear the middle path and move into the next section of city.



Beating the Mission

The first map is a short one, and there are few enemy Squads guarding the lone captive in the area. Destroy these lighter Creepers and hack at the cocoon on the mid-left side to free the person stuck inside of it. Only seven Squads resist your advance to the top of the area, and they have neither numbers, Hit Points, or powerful leaders.

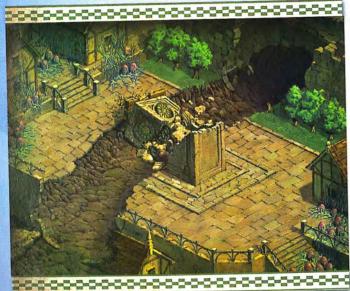
There are far more targets in the second map. Not only are there over half-a-dozen cocoons, but the Creeper Squads are tougher and more plentiful. The central road leads toward the next section of town; before taking that route, free the people to the left and right.



THIRD MAP



10 x Abyss Creeper Squads (w/ Calamity Bug Leaders)



Only a few, final people are trapped in the third map. The resistances of the Abyss Creepers are not terribly high, so they are fast targets to bring down, but they have higher Hit Points than the earlier Creepers. All of the cocoons are soon opened, but the most important target of the mission is still missing. There is a cave leading deep into the earth, and that is the place you must check. Ignore the smell of the Creepers that belches from it. Your friends need you!



Mission Bestiary

BOSS MAP



1 x Mother Creeper Boss

The Mother Creeper waits in her lair, and she is a sturdy girl. At first, she stays near the front of the lair, letting your characters slice away at her with normal combos and Single Skills. Do damage as quickly as possible, and ignore the light swings she makes with her forearms; these attacks deal moderate physical damage, but it costs too much time to dodge the early ones. Instead, deal damage and only step aside when the Mother Creeper pulls back a single arm. When that happens, stay on the far side while continuing the attack; she only has enough flexibility to harm those on one side of her during those swings.



After several total attacks, the Mother withdraws to the rear of the chamber and spits a number of Abyss Creepers from her gaping maw. Rush the little Creepers and try to slam them while staying in range of the Mother so she takes damage simultaneously. Leap back onto the main body of the Mother Creeper after her children fall, and position your partner next to you. Together, the two characters not only inflict grievous wounds, but Xion's Chain value starts to fly upward, increasing the experience award for the mission and greatly improving his damage output.

Continue striking when the Mother Creeper charges her attack. The great white light is intimidating, but it's another move that costs more to dodge. As with her Double-Claw strikes, stand your ground and continue the combos. The beam that ensues pushes your party back to the front of the room and restarts the cycle of attacks.

By going berserk and ignoring defensive actions, you end up finishing the fight much sooner and avoiding many of the attacks that would have been hard to dodge anyway. An especially driven player may enjoy drawing out the fight in the name of a perfect run. If that is the case, use the edges of the cavern to avoid these attacks. Rush to the back to avoid the Double Claw and use the side edges when the Light Beam is fired.

When the Creeper Mother is felled, her hostage is released, and the party is given a glimpse of important things. This drives the group into the next mission.













MESSENGER IN BLACK







THE FORCES OF LIGHT (CAMPAIGN MISSION 17)

- Save, grab all possible healing and restorative items, and enter the Briefing Room
- Select "Conflict with the Light" and begin a very long and rigorous mission
- First Map: Defeat the Black Paladin
- Second Map: Defeat the Black Bowrider
- Third Map: Defeat Balarha
- Fourth Map: Defeat General Byakko
- Fifth Map: Defeat General Vakka
- 3 Sixth Map: Defeat Dyne, The Black Shield
- Boss Map: Defeat King Diocles

Mission Explanation

This is not a battle that your people asked for, but it is one that must be fought at all costs. Not only are there many waves of troops between the party and your destination, but there are multiple Bosses prepared to stop you. It is difficult to accomplish all of these goals without retreating once or twice, so players with the urge for perfection must get all of the store items and new equipment possible before starting. All characters are of high value in this Campaign Mission, but your favorite ally for defeating Bosses makes for a wise decision.





Mission Bestiary

FIRST MAP



18 x Black Knight Squads (w/ Black Paladin Leaders)



6 x Angel

Beating the Mission

The plains to the east once again become a meat grinder for those who stand against Shildia and Weissritter. The only Paladin you need waits on the right side of the map, but there are many Squads of Centaurs ready to stop your advance. Approach the Centaurs to draw them forward, then lure the fools into Link Skill traps with your partner to wipe out large numbers of them without using many of your items. This is worth handsome sum of experience as well.



Mission Bestiary

SECOND MAP



7 x Beast Hunter Squads (w/ Black Bowrider Leaders)



7 x Sword Beastmen Squads (w/ Black Bowrider Leaders)



2 x Virtue

The few Angels in the level are often alone, but give them as much respect as possible. Indeed, these foes are more ominous than entire groups of Centaur. The reason is the high Magic rating of Angels; their spells do immense Fire damage. If your resistance is low, a single casting could do enough to polish off one of your wounded characters. Stay alert and try to lure Angels into casting worthlessly while you are mobile and can rush out of the way. Use your partner during this time to approach the Angels from the back and introduce them to destruction.



It's snowing by the time you reach the next area. There are many foot troops and archers ready to stop you while entering the castle grounds. The Sword Beastmen are slow enough to be of a lesser concern, despite their Hit Points. Instead, it's the Beast Hunters that worry most players. These archers are fast, avoid direct combat when possible, and come in fair numbers. When possible, hit these Squads immediately, while they are still clumped. Otherwise, create a pincer and limit the escape possibilities of the Beast Hunters.



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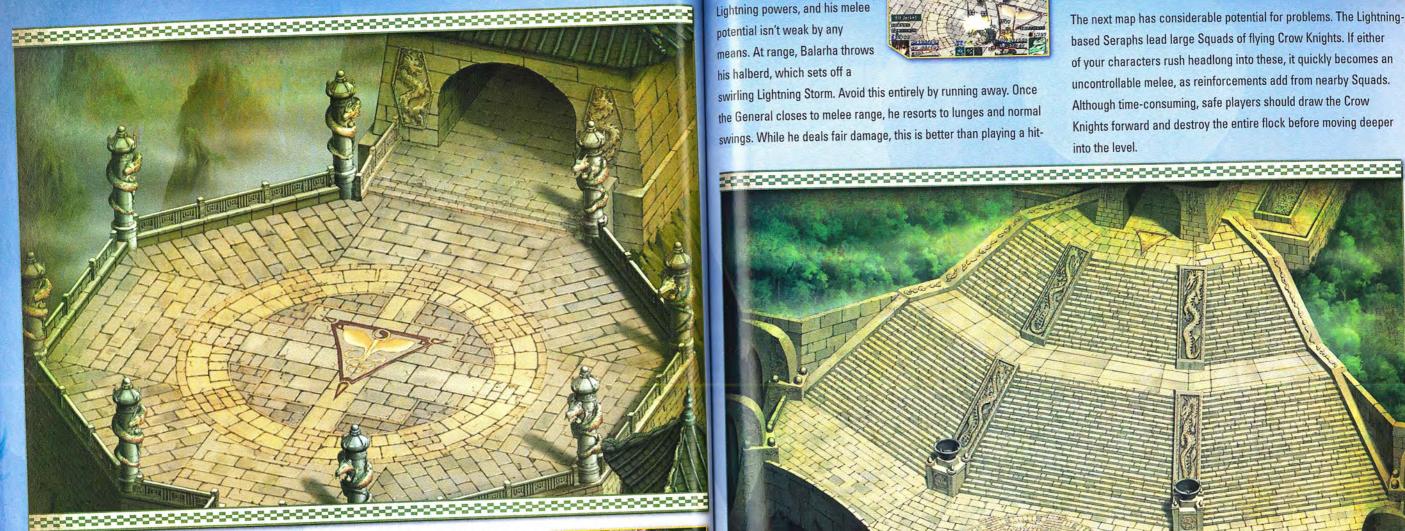
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THIRD MAP



6 x Spear Beastmen (w/ Beast Commander Leaders)





1 x Balarha Boss

There aren't many Virtues (the Angels here) on the field, but they are decidedly powerful, even compared to their allies from the previous fight. Do not let the Virtues catch you unaware, because a single attack often deals massive damage.

The Bowrider needed to exit the level is on the left flank. Destroy the Squads there and pass through as soon as your group starts to weaken. This gets as much experience as possible without using those precious supplies of healing items.



General Balarha is already on the map when you begin, but it's possible to clear some of the enemy Squads before he fully engages your party. Pull the Spearmen toward your group and fight them in the tighter area near the entrance of the map. This gives the large group less potential to overbear Xion and his partner. Once those two Squads are down, advance to the center of the small map and prepare for Balarha himself; there are also a few more Squads of Spearmen and two Virtues that enter the fray. Before focusing on the General, use Link Skills to destroy this massive rush of forces.

Ince the crowd has thinned, watch Balarha to learn about his attacks. This General uses Lightning powers, and his melee potential isn't weak by any means. At range, Balarha throws his halberd, which sets off a

swirling Lightning Storm. Avoid this entirely by running away. Once the General closes to melee range, he resorts to lunges and normal swings. While he deals fair damage, this is better than playing a hit-

and-run game. Position Xion and his partner on opposite sides of the Boss and attack quickly. This raises your Chain value and soon eats through the Balarha's substantial spread of Hit Points and Defense.

The next map has considerable potential for problems. The Lightningbased Seraphs lead large Squads of flying Crow Knights. If either of your characters rush headlong into these, it quickly becomes an uncontrollable melee, as reinforcements add from nearby Squads. Although time-consuming, safe players should draw the Crow Knights forward and destroy the entire flock before moving deeper

Equipment [

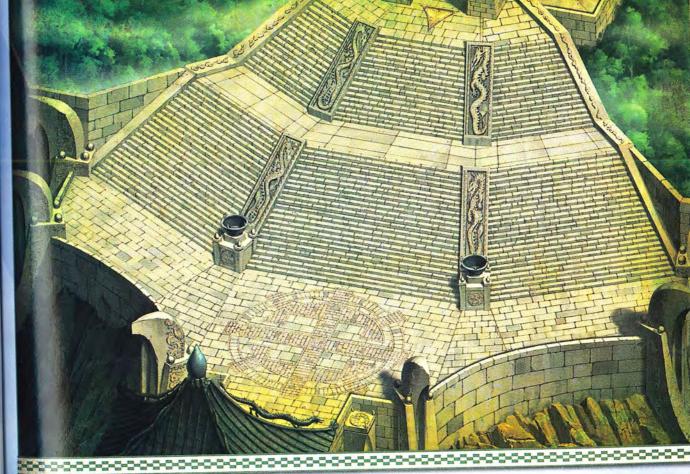
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Mission Bestiary

FOURTH MAP



10 x Crow Knight Squads (w/ Seraph Leaders)



1 x General Byakko Boss





FIFTH MAP



4 x Master Ninken Squads (w/ Saiga Ninja Leaders)



3 x Black Lion Squads (w/ Saiga Ninja Leaders)



2 x Dominio



1 x General Vakka Boss

Once Byakko leaps (literally) into the fray, withdraw to the entrance of the level and destroy any of the lesser foes that follow. This isolates the new General, and he is easy to kill once that happens. Byakko has a simple routine: he leaps back and forth, dealing immense physical damage to anything that gets in his way. The rub for him is that he has some down time between leaps. Your goal is to trigger his attacks and pull back. After that, rush to strike him after each leap, then rush away after your quick combo. This is slow, but

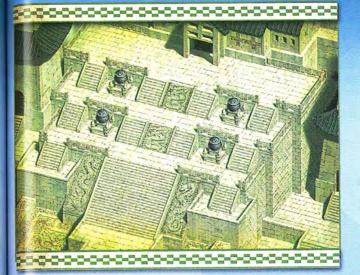
it saves you from using many healing items. Each double swipe from the General does enough damage to cut characters down to moderate or even poor health.

Once Byakko falls, rush the flag at the top of the steps. The Crow Knights aren't worth the immense tip and frustration of getting every single target. It's much more fun to slay the large ranks of Centaur and ground troops found elsewhere in this mission.



The fifth map has an easier set of enemy Squads (by a slight margin) but the Boss here is powerful indeed. You are given fewer options in the Boss battle; rushing is quite dangerous, but Vakka has a Shuriken Throw that is unbeatable in terms of range and speed. You have absolutely nothing that counters this type of range, so you must rely on a close battle.

The lower half of the map can be cleared without grabbing Vakka's attention. Do this, then rush up the middle stairs and start to kill henchmen as quickly as possible. Draw them back while fighting.



Vakka follows, but keeping him on the move slows his Shuriken Throws. Stay moving until all of the lesser Ninja and Hounds that come with Vakka are silenced.

With Vakka clear and alone, the worst bit of the fight begins. If you close with Vakka, he starts to use a Spin Shuriken attack that does awful damage to everything nearby; it's too much to handle. To avoid this, come in and out with your attacks. Move away from Vakka to trigger his long-range Shuriken Throw then rush in to combo him while the weapon spins away uselessly. This is an easy trick to dodge and attack. The only damage you take comes when Vakka Blinks and hits you on the way back onto the screen. Without a human player, it's too difficult to coordinate this with an Al partner. Let your ally fall, and use a Soul Return after the battle is over to keep from upsetting your good friend.





It seems surprising, but this stage—the last full map before the end of the mission—is much easier than its predecessor. Both the Squads of Ebontaur and Dyne are far less devouring than Vakka and his cohort. The Ebontaur are a tad slow and have no response to ranged attacks. Link Skills and even Single Skills clear these foes at high speed.

You are free to roam about the entire level and destroy all of these Squads without Dyne getting into the action; he is at the top of the stairs but doesn't move quickly unless you go directly into his line of sight. Wait to do this until all foes are clear.

Mission Bestiary

SIXTH MAP



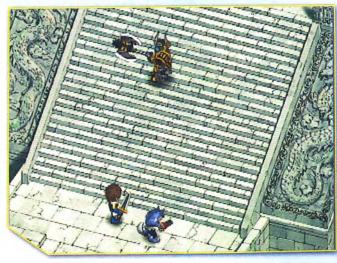
15 x Ebontaur Squads (w/ Beast Commander Leaders)



1 x Dyne Boss

Dyne has a powerful Bull Rush that does high physical damage. However, he is a bit of a one trick pony once you master avoiding this. Take a few shots, position your partner in front of Dyne and Xion to the side, and apply maximum pressure. Your partner receives the brunt of the damage, but Dyne won't last for more than a few passes. After all that the party has already been through, it's good to have an easy run for a change.

Of course, the last Boss won't be a pushover in any sense. Unworried inside the temple is the King of the opposing force. He has quite a few things to discuss with your allies, but nothing in these parts comes without a fight. Diocles has several special moves, and all of them cover a wide area without a huge delay. Surviving in this fight takes speed, healing items, and as much Fire resistance as you can pile onto your characters. Fire weapons are quite a liability in this fight, since Diocles can resist them without breaking a sweat.



It may sound insane at first, but your party must take Diocles on at close range to survive. That fiery sword is impressive, to say the least, yet the King's true powers are revealed at range. Diocles can lunge at medium range, swiping across the screen while he does so; this inflicts massive damage and is difficult to avoid. The King can also throw a Fire Gout from his weapon. While fast, this is a tad less accurate.



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BOSS MAP



1 x King Diocles

All of that is negated by engaging Diocles directly. The King is not a coward, and won't run away at all; he stands his ground and does single slashes at a slow pace. These hit both of your characters if they aren't positioned perfectly, but the damage done is trivial compared to Diocles' special abilities. Raise your Chain value as quickly as possible, and use that to overpower the King's Defense. It won't take nearly as long to stop this Beastman Boss as it seems using this method, and it's far easier to save your partner's life as well, since there isn't as much repositioning required as with a more mobile technique.





There is much to see and discuss when the fighting ends. Your grou is now ready to begin the final assault. Failure means the end of Shildia, and success won't be easy.

LEGACY OF THE GODS (CAMPAIGN MISSION 18)

- Gather items in town again and check for upgrades
- Enter the Briefing Room and select "Sealing the Behemoth"
- First Map: Defeat all 4 Leaders
- Second Map: Destroy 1 Generator
- Third Map: Destroy 3 Generators
- Fourth Map: Destroy the Brover mkll
- Fifth Map: Destroy 3 Generators
- Sixth Map: Defeat a Red Alert

- Seventh Map: Defeat over 6 Leaders
- Eighth Map: Defeat the Brovers
- O Ninth Map: Defeat the Colossus S by the door
- Tenth Map: Defeat the Fire Dragon
- Eleventh Map: Defeat all Leaders (3 Stages)
- Twelfth Map: Defeat the Ice Dragon
- Thirteenth Map: Defeat all Leaders (3 Stages)
- Boss Map: Save Shildia

Mission Explanation

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FIRST MAP

Short of the Tower of Heaven, this is the longest single Mission in the game. There are many levels between your party and the climactic hattle against a greater power of evil, and the process requires teamwork. Retreating every few levels is perfectly sound because it allows you to Save and gather partners that are perfectly suited for the more difficult maps. If you want to try a straight run, Ryuna is a good and even choice. There are Undead, Biomonsters, and various machines on the path ahead, with all forms of defenses and resistances.











SECOND MAP

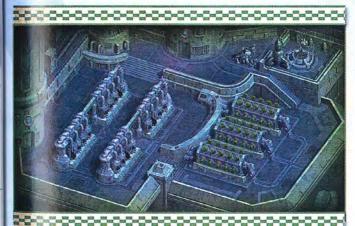


5 x Warning Eye Squads (w/ Red Alert Leaders)



3 x Biomonster Squads (w/ DNA666 Leaders)





1 x Abyss Creeper Squads (w/ Calamity Bug Leaders)

3 x Torch Eye Squads (w/ Ancient Hunter Leaders)

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THIRD MAP

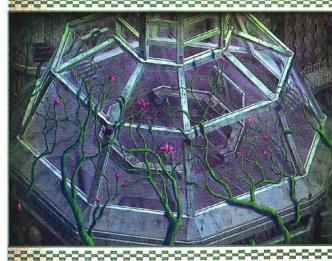


8 x Warning Eye Squads (w/ Red Alert Leaders)



2 x Biomonster Squads (w/ DNA666 Leaders)





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FOURTH MAP



1 x Brover mkll Sub Boss



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FIFTH MAP



6 x Biocreature Squads (w/ Experiment #17 Leaders)



6 x Biocreature Squads (w/ Red Alert Leaders)



x Biocreature Generators



Mission Bestiary

SEVENTH MAP



12 x Colossus Type R Squads (w/ Colossus Brain S Leaders)



8 x Strict Eye Squads (w/ Inspector Leaders)



Mission Bestiary

SIXTH MAP



1 x Warning Eye Squad (w/ Red Alert Leader)



Mission Bestiary

EIGHTH MAP



30 x Burst Gizmo



20 x Brover

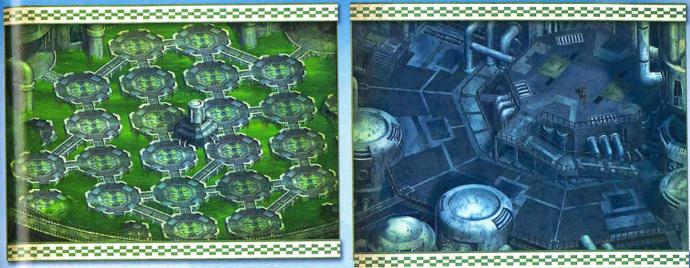


Mission Bestiary

NINTH MAP



16 x Colossus S Squads (w/ Colossus S Leaders)



Mission Bestiary

TENTH MAP



10 x Strict Eye Squads (w/ Inspector Leaders)



1 x Fire Dragon



Mission Bestiary

ELEVENTH MAP



7 x Biocreature Squads (w/ Experiment #17 Leaders)



7 x Strict Eye Squads (w/ Inspector Leaders)



7 x Mecha Skeleton Squads (w/ Greater Demon Leaders)



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TWELFTH MAP



10 x Strict Eye Squads (w/ Inspector Leaders)



1 x Ice Dragon



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THIRTEENTH MAP



7 x Colossus S Squads (w/ Colossus Brain V Leaders)



7 x Stone Golem Squads (w/ Greater Demon Leaders)



7 x Bioroid Squad



Mission Bestiary

FOURTEENTH MAP



Beating the Mission

The first area is a passageway that is poorly guarded. A single squad of Abyss Creepers made its way down here, but they fall almost without a fight. After that, it's a battle against the mechanized Eye Torches that are a common type of defender in this region. These machines must charge before firing, but they come in groups and can cover a wide area with damage. Be aggressive with the Eyes, and pull back after releasing Charged Single Skills or Link Skills to avoid their response.

In the next chamber, there are moderate Squads of Warning Eyes and Biomonsters. The Warning Eyes are similar to what you just faced, though they are heavily Fire-resistant. The Biomonsters, on the other hand, are new. These creatures are somewhat tough, but not overly damaging on their own. It is the toxin that the Biomonsters carry and the poison left behind on the floor after their deaths, that is the danger, and is hard to avoid in big battles. The left side of this

map is easy to clear, but the
Generator on the right creates
large Biomonster Squads with
fair speed. Use area-of-effect
attacks to damage the Generator
while destroying its creations.





More Biomonster Generators are functioning as you enter the first large room of the labs. There are more Warning Eyes here, and the quantity of Biomonsters has improved as well. All three of the Generators you need to destroy are on the left side of the map (and the exit appears there too), so clearing the right half is only needed for experience and extra funds. Ice and Lightning are powerful elements here.

Only a single machine stalks the Monitoring Room that covers the fourth map. With Ryuna in tow, the fight is quite short. Knock down the Undead machine quickly with a set of Thousand Thrusts and a quick combo, then Turn Undead. For other pairs, you are required to knock the Brover down several times before it is finally destroyed.





Terrarium B has three more Generators to destroy. The Biomonsters in this area are designated as Biocreatures, and they are all resistant to Fire, as are the Red Alerts that appear with them. Bring a character with an Ice-based weapon or series of attacks, such as Neige.

Two of the Generators are near the front, and the third is in the lower-right corner of the area. Wade through the enemies to reach these Generators and get them down as soon as possible. For a fast exit after that, backtrack to the left side of the map and move to the top from there. Avoid several Squads that cover the upper-right side.

A huge Squad of Warning Eyes is prepared to ambush your party in a Ruined Monitoring Room past that door. While somewhat resistant to Fire, the Warning Eyes aren't as bad as the Biocreatures, so this fight doesn't require a full-on Ice assault. Pound the massive group with area-of-effect attacks and watch the herd quickly thin. Once the numbers are low, fight the Red Alert normally and exit via the door on the right. This leads out to a Skyway.





The Skyway is filled with machines, and the Colossus-type Squads are some of the worst that you are meant to face. These flying machines are like cats; they may not have all nine lives, but it almost feels like it when you are fighting them. After destroying the central body of a Colossus, the head-section pops off and tries to ram you. Damage that, and it vibrates for a while before detonating, and doing a fair sum of damage to your party if they are close. Attack the wounded heads to destroy them before they finish their death cycle.

Fight through the groups of enemies on the left for a fast exit. Only six Squad Leaders need to be destroyed to open the exit, and you need to defeat about that many just to get a feel for the level anyway.

On the far side of the Skyway is a Marine Biolab. This area has a simple layout, but the creatures there have hidden dangers. The Burst Gizmos aren't like the Vaporous Creatures Xion has fought before. These versions have a self-destruct ability that is very powerful; the Gizmos start to glow after taking a bit of damage, then a timer begins before they are able to detonate. Use all available damage from both characters to destroy the Gizmos quickly. Pull two at a time from the marine pods you walk across, and clear them in this fashion.

The only enemy you actually need to destroy in the Marine Biolab here is a Brover on the upper-right side. If you wish, run through the rest of the level to reach this enemy and bypass some of these fights.





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Another Marine Biolab follows, this time stuffed full with Colossus machines, led by more Colossus S. These foes are awful for experience, when you compare them to fast and simple victories against Creepers, Biomonsters, and so forth. Thus, unless you seek a full victory, race across this level at full speed. This involved moving left, down, all the way to the left, then up that side; the only Colossus you must defeat is in the upper left, and it doesn't have any special bonuses or power. Avoiding all of the conflict saves an amazing amount of time and healing items.



While most characters won't reach Level 40 until played in Advanced Mode, there is enough fighting around for Xion to hit that critical mark if you choose. Play a number of the final areas of the game multiple times to reach this and get a final weapon upgrade if this dungeon starts to become troublesome.

This technique is again a lifesaver in the next map. Before reaching the Giant Elevator, you are placed against a number of Strict Eye Squads and a Fire Dragon. There are Fire-breathing statues all



around the level, and it's more than a bit of a problem to clear every Squad as you push your way to the right. Instead, run past the slow Strict Eyes; they won't really follow, and the statues don't move at all. Next, climb the stairs to reach the Dragon's area. Only a single Squad and some statues are up there with the Fire Dragon; clear one statue and the Squad of Strict Eyes, then use Lightning and Ice attacks to rip the Dragon apart.





It may have been fun passing through the previous levels while dodging the enemy troops, but the Giant Elevator puts an end to that for a while. All of the Biocreatures on the lift must be destroyed! Lazarus is an unbeatable choice for doing all this; the Draconian can Spiral quite easily in the open space of the lift, and these Squads are helpless against it! That, combined with the heavy armor Lazarus wears, make him more than suitable for this series of melee skirmishes.

It may have been fun passing through the previous levels while dodging the enemy troops, but the Giant Elevator puts an end to that for a while. All of the Biocreatures on the lift must be destroyed! Lazarus is an unbeatable choice for doing all this; the Draconian can Spiral quite easily in the open space of the lift, and these Squads are helpless against it! That, combined with the heavy armor Lazarus wears, make him more than suitable for this series of melee skirmishes.

As soon as the seventh Leader of the Biocreature Squads dies (at least, as soon as his acid pool disappears), more creatures board the Giant Elevator. You must fight seven Squads of Strict Eyes. Fire works quite well here, and Lazarus still serves his function.

When the final Inspector dies, seven Squads of Mecha Skeletons and Greater Demons plod onto the Giant Elevator. It's getting a bit cramped on there with all the bodies, but that is the price for a fast trip down. Both the Demons and the Skeletons attack for high damage; starting with all of the Squads around you doesn't help that either. Briefly seek shelter against the wall of the lift and let the enemies consolidate while moving on your position. While it may be painful, use that clumping to hit many targets at once. Focus everything you have on taking down those Demons.





It's back to the Energy Furnace for another hectic run. This time, the statues of the area blow Ice everywhere, and there is an Ice Dragon at the end of the line. Use the same tactic of running around the Stric Eyes and statues to avoid being bogged down. This time, there are two Squads of Strict Eyes up by the Dragon. Have more patience, and clear a larger space by killing two of the four statues up top. This adds enough room to destroy the Strict Eyes and wait for the Dragon to come to you. Once the great beast falls, exit the chamber.

Another Elevator is beyond the second Energy Furnace, but this one is tainted. There are more enemies to defeat before it reaches the bottom There are two ways to survive the Colossus rush that marks the first stage of this fight: either get to a corner and slowly fight one Squad of the Colossus machines at a time (the sane way); or, use Summons and Link Skills to take on major groups of these enemies at the same time (costly on healing items, but much faster and kind of exhilarating).

When the first waves falls, seven groups of Stone Golems and Greater Demons enter the Elevator. Fire is the key to destroying this group and Lightning resistance doesn't hurt, since the Golems spray Lightning from time to time. Circle around the edges of the map while whittling down the Golems, and keep doing this until all of the enemies are in a sing squad. Dart in and out using Single Skills to kill various members without exposing yourself. This is a faster

technique than it would have been for the Colossus machines because the Golems and Demons die so quickly, as long as you have the Fire to make things count. Mao is a very strong ally here.



The third rush is dramatic; a new breed of Biomonsters (Bioroids) come onto the Elevator in frightening numbers. There is no way to easily rush for safety, so it's a fight from the first second onward. Guardian Summons, and other major abilities that are somewhat inefficient for normal use, are good just to get you some breathing

room and a moment to think. Work the enemies away from the starting spot, that way they won't be close if the party needs to retreat





After using a number of Link Skills, healing items, and running around the Bioroids collapse into puddles and leave you by the final exit. Touch that flag to trigger the last battle of the game. Before doing that, consider restocking and Saving your game.

The Mini-Map is a lifesaver in this battle. Although the primary head of the last boss stays right where you want it, there are many smaller heads that come onto the scene for loose elemental magic or attack directly. You can see yellow blips on the map before these arrive, so it's much easier to know which side of the creature to avoid.

The smaller, serpent heads have all three types of elemental damage. Equip an accessory to resist all forms of damage from elements. That

makes such a difference that it's worth giving up extra damage, Hit Points, or whatever else your previous accessory was adding. This fight is all about resistances.



Once the great foe is moderately wounded, the attacks increase in intensity. Instead of sending one head at a time, the beast often has one on its way from each side without great delay in between. Also, the central head gains the ability to make two attacks. The first is a simple chomp—the head rears back and bites forward. Damage from the chomp is quite low, yet a shadowy glow signals the other strike. This move throws a huge sphere of energy down from the beast, wounding and poisoning all that it touches. Avoid that by moving all the way to the edge of the arms.

The way to defeat this enemy is quite different if you have an Al ally, compared to a human player. With the AI, a flat out rush against the central head is your best ploy. Take the two sides and unleash maximum damage Charge Attacks with your Single Skills. Use healing items as soon as you take damage, and ignore the incoming serpent heads. This kills your foe quickly, but is inelegant and uses several healing items.

The more difficult but exciting method is to use two players and destroy the serpent heads. Have one person stand to each side and walk up and down the area, triggering the attack heads but moving out of the way before they arrive. Destroy these heads with Single Skills and continue to do so until all three heads, from each side, are gone. Next, attack the central head with impunity. It takes long enough for the lesser heads to regenerate that the main body is doomed! This requires two players to be completely effective because it takes too long to be worthwhile when one person has to sever all six serpent heads.





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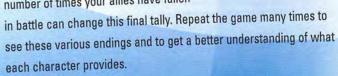




Although all of the characters are quite good, it is clear that Lazarus is made of greater stuff. Even in this daunting battle, he has a technique that is so good that it just isn't fair. Place Xion on the left side of the main head and Lazarus on the right, then trigger Dragon Spiral. Lazarus can't get to Xion, so he repeatedly slams into the enemy's head for the full duration of the move. Repeat this two or three times and pity the great beast for messing with a Dragonian.

A Final, Dastardly Tactic

You've done it! Shildia is safe, Advanced Mode is unlocked, and the Tower of Heaven waits for your future victories. The ending you receive at this point is based on your relationships with the other characters. Xion's closest friend gets a private scene with the hero. This is likely to be the person who you've played most often, as a partner. Yet, several decisions made during pivotal moments and the number of times your allies have fallen







GLOBAL BGlobal Bestiary

his Bestiary explains the dangers posed by the monster families in *Shining Tears*. Read this chapter to learn the strengths and weaknesses of the major monster types; understanding this makes it much easier to decide what equipment and tactics to use in a given battle.

GELATINOUS LIFEFORMS

| | | | | | | |] | NO | RN | ΛA | LI | MO | DI | Ξ | | AD | VA | N | CEI | D 1 | MO | DI | 3 |
|-----|--------------|-----------|-------------|-------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 001 | Paste | 1 | 31 | Seductive Perfume | | 14 | 10 | 8 | 1 | 1 | 6 | 22 | 44 | 45 | 448 | 90 | 72 | 84 | 31 | 45 | 30 | 52 | 53 |
| 002 | Dark Paste | 48 | 97 | Seductive Perfume | | 660 | 158 | 127 | 153 | 48 | 62 | 30 | 59 | 60 | 2772 | 354 | 284 | 344 | 114 | 128 | 38 | 67 | 68 |
| 003 | Poison Paste | 15 | 48 | Antidote | | 150 | 49 | 45 | 48 | 15 | 29 | 25 | 50 | 50 | 924 | 158 | 127 | 151 | 48 | 62 | 33 | 58 | 58 |
| 004 | Slug Paste | 17 | 51 | Seductive Perfume | | 170 | 55 | 48 | 53 | 17 | 31 | 25 | 51 | 51 | 1008 | 170 | 136 | 163 | 51 | 65 | 33 | 59 | 59 |
| 005 | Red Gel | 4 | 34 | Holy Water | | 46 | 16 | 24 | 18 | 4 | 19 | 63 | 25 | 26 | 532 | 102 | 90 | 100 | 34 | 55 | 71 | 33 | 34 |
| 006 | Blue Gel | 52 | 103 | Holy Water | | 740 | 174 | 140 | 168 | 52 | 66 | 12 | 95 | 44 | 3108 | 378 | 311 | 374 | 126 | 147 | 24 | 95 | 56 |
| 007 | Purple Gel | 19 | 54 | Antidote | | 195 | 61 | 58 | 61 | 19 | 40 | 26 | 51 | 52 | 1092 | 182 | 154 | 179 | 54 | 75 | 34 | 59 | 60 |
| 008 | Yellow Gel | 21 | 57 | Holy Water | | 215 | 67 | 61 | 66 | 21 | 42 | 6 | 32 | 93 | 1176 | 194 | 164 | 191 | 57 | 78 | 17 | 43 | 95 |

These Pastes have high magic and attack, but fall to a determined assault. They come in large groups, usually with elemental-based Squad Leader, and aggressively move toward your characters. With low Accuracy and Evasion, they have a tendency to miss their targets and are easily hit by your character's attacks. For best results, focus your attacks at the center of the group and assault numbers of your enemies at once with multi-hit attacks (e.g., Thousand Thrust). This should be enough to destroy the Squad Leader of the group; the remnants of the enemy formation can be defeated at your leisure.





LOWINGED MODE

BATS

| | | | | | | | | NO | RN | MA | LI | MO | DI | 1 | | AD | VA | N | اطر |) I | VI O | - | 100000 |
|-----|-------------|-----------|-------------|-------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|------|-----|--------|
| # 1 | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 009 | Giant Bat | 3 | 33 | Moon Fragment | | 23 | 14 | 18 | 11 | 8 | 40 | 35 | 35 | 43 | 353 | 98 | 98 | 83 | 38 | 77 | 43 | 43 | 51 |
| 010 | Goblin Bat | 32 | 73 | Moon Fragment | | 238 | 94 | 94 | 81 | 37 | 76 | 70 | 31 | 40 | 1137 | 258 | 258 | 227 | 78 | 117 | 78 | 39 | 48 |
| 011 | Demon Bat | 22 | 58 | Moon Fragment | | 154 | 70 | 70 | 60 | 27 | 66 | 28 | 67 | 37 | 843 | 198 | 198 | 173 | 63 | 102 | 36 | 75 | 45 |
| 012 | Ogre Bat | 13 | 45 | Moon Fragment | | 91 | 43 | 52 | 39 | 18 | 57 | 26 | 25 | 72 | 588 | 146 | 146 | 126 | 50 | 89 | 34 | 33 | 80 |
| 013 | Evil Bat | 6 | 36 | Moon Fragment | | 47 | 22 | 36 | 23 | 11 | 53 | 36 | 36 | 44 | 422 | 110 | 118 | 99 | 41 | 87 | 44 | 44 | 52 |
| 014 | Vampire Bat | 36 | 79 | Moon Fragment | | 299 | 110 | 116 | 99 | 41 | 87 | 71 | 31 | 41 | 1265 | 282 | 290 | 253 | 84 | 130 | 79 | 39 | 49 |
| 015 | Dark Bat | 26 | 64 | Moon Fragment | | 187 | 78 | 84 | 70 | 31 | 77 | 30 | 68 | 38 | 971 | 222 | 230 | 199 | 69 | 115 | 38 | 76 | 46 |
| 016 | Slash Bat | 17 | 51 | Moon Fragment | | 124 | 55 | 66 | 51 | 22 | 68 | 27 | 26 | 74 | 716 | 170 | 178 | 153 | 56 | 102 | 35 | 34 | 82 |

Bats are the lowest tier of flying enemies, but do not underestimate them. Although they have low Accuracy, often missing your characters, many of them have a truly annoying special ability: Paralysis. Because of this, hit-and-run tactics work best against them, playing off against their high miss rate and limiting their opportunity to paralyze.

Focus your attacks at the center of the group, aiming toward the Squad Leader, and Charge your attacks. Hit the center of the group, defeating as many of the Bats as you can as quickly as possible. The rest of the Bats move aside but follow you at a slight distance, allowing you to defeat them or move on to the next fight.





Usually fights involving Bats have the requirements that you Destroy All Leaders. Using these hit-and-run tactics, you can meet this criterion and move on to more groups.

There are some characters, such as Elwyn and the Minstrel, that have anti-aerial abilities. These two are very good partners to take against flying creatures such as Bats.

SPIDERS

| | | | | | | | | NO | RN | AA. | LI | MO | DI | 1 | | AD | VA | N | E | וע | MO | | |
|-----|---------------------|-----------|-------------|-------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|---------|-----|-----|-----|-----|-----|--------|-----|
| # | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | НР | ATK | DEF | MAG | ACC | EVA | XFr | 0/25/0 | XLt |
| 017 | G Spider (Adult) | 18 | 52 | Antidote | | 185 | 58 | 68 | 54 | 26 | 31 | 40 | 40 | 48 | 1046 | 174 | 174 | 151 | 58 | 66 | 48 | 48 | 56 |
| 018 | Pale Spider (Adult) | 28 | 67 | Antidote | | 285 | 82 | 88 | 73 | 36 | 41 | 69 | 30 | 39 | 1466 | 1202003 | 234 | 205 | 73 | 81 | 11 | 38 | 47 |
| 019 | Tarantula (Adult) | 35 | 78 | Antidote | | 405 | 106 | 112 | 95 | 43 | 48 | 31 | 71 | 40 | 1774 | 278 | 278 | 245 | 84 | 92 | 39 | 79 | 48 |
| 020 | Ogre Spider (Adult) | 41 | 87 | Antidote | | 525 | 130 | 136 | 117 | 49 | 54 | 32 | 32 | 81 | 2222 | 314 | 314 | 277 | 100 | 108 | 40 | 40 | 89 |
| 021 | G Spider (Young) | 14 | 46 | Antidote | | 112 | 46 | 54 | 42 | 21 | 41 | 38 | 39 | 47 | 695 | 150 | 150 | 130 | 53 | 73 | 46 | 47 | 55 |
| 022 | Pale Spider (Young) | 23 | 60 | Antidote | | 184 | 72 | 72 | 61 | 30 | 50 | 67 | 29 | 37 | 1008 | 206 | 206 | 180 | 67 | 87 | 75 | 37 | 45 |
| 023 | Tarantula (Young) | 31 | 72 | Antidote | | 256 | 90 | 90 | 78 | 38 | 58 | 30 | 70 | 40 | 1277 | 254 | 254 | 223 | 79 | 99 | 38 | 78 | 48 |
| 024 | Ogre Spider (Young) | 33 | 75 | Antidote | | 288 | 98 | 98 | 85 | 40 | 60 | 31 | 31 | 79 | 1344 | 266 | 266 | 234 | 82 | 102 | 39 | 39 | 87 |

Spiders come in groups of one large Squad Leader surrounded by numbers of smaller allies. In battle, the Leaders have the ability to Call Allies to them, increasing the number of tiny Spiders you must fight, and can raise the attack power of their allies. In addition, Spiders have various Poison abilities, which are often more damaging than their attacks.

Hit-and-run tactics are your friends here. Take out the Squad Leader as quickly as possible, to keep them from adding more foes to the group and giving your enemies attack bonuses. After the Squad Leader is defeated, move back a bit and let the tiny Spiders clump. The little Spiders tend to jump out of





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spiders clump. The little Spiders tend to jump out of range when on their own, but in groups they are much easier to defeat. Do low-Charge attacks against the groups of little Spiders and only basic attacks against individuals, so that you don't waste your Skill Points if they jump out of the way.

To combat the Poison abilities of Spiders, invest in Antidotes, especially against the higher levels of Spiders. Without an Antidote, the Poison lingers on your characters, wasting valuable Hit Points or healing items. The last thing that you need is one of your support characters, like Ryuna or the Minstrel, afflicted by strong Poison during a difficult mission.

INSECTS (WORMS)

| 5-10 | | 1 | STATE OF THE PERSON | | | | | |
|---|--------------------------|---|--|--|---|--|---|--|
| HP A | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 806 1 | 122 | 122 | 94 | 29 | 53 | 45 | 45 | 53 |
| 1209 1 | 170 | 170 | 133 | 41 | 65 | 47 | 48 | 56 |
| 1814 2 | 242 | 242 | 191 | 59 | 83 | 51 | 52 | 60 |
| 1018 1 | 146 | 154 | 118 | 35 | 66 | 46 | 47 | 54 |
| 1421 1 | 194 | 202 | 157 | 47 | 78 | 48 | 49 | 58 |
| 2026 2 | 266 | 274 | 216 | 65 | 96 | 52 | 52 | 61 |
| 111111111111111111111111111111111111111 | 806 209 814 018 | 306 122 209 170 814 242 018 146 421 194 | 209 170 170 814 242 242 018 146 154 421 194 202 | 805 122 122 94 209 170 170 133 814 242 242 191 018 145 154 118 421 194 202 157 | 205 122 122 94 29 209 170 170 133 41 814 242 242 191 59 018 146 154 118 35 421 194 202 157 47 | 806 122 122 94 29 53 209 170 170 133 41 65 814 242 242 191 59 83 018 146 154 118 35 66 421 194 202 157 47 78 | 2006 122 122 94 29 53 45 2009 170 170 133 41 65 47 814 242 242 191 59 83 51 018 146 154 118 35 66 46 421 194 202 157 47 78 48 | 205 122 122 94 29 53 45 45 209 170 170 133 41 65 47 48 814 242 242 191 59 83 51 52 018 146 154 118 35 66 46 47 421 194 202 157 47 78 48 49 |

These worm-like enemies appear as groups with a slightly stronger Squad Leader. Like many of the lower-level monsters, they have low Accuracy and often miss their attacks. Their most interesting ability, however, is their tendency to burrow underground, shielding themselves from your characters' attacks.

To combat this, start your initial engagement of the enemy group with a high-powered Charge Attack. Because these enemies are fairly weak, your first assault defeats many of them. From there, wait until your foes are in small clumps to make any other low-

Attr MAGI91

DEF 242 ATK 242

EVA 88 ACC 59

X Fr 51 IV 69 HP 1811

Dig Underground

Worm that lives in hot sand. It uit attack anything.



ADVANCED MODE

powered Charge Attacks. Use only basic attacks against individual Insects to conserve your Skill Points and items.

Because many fights against these enemies require you to only defeat their Squad Leaders, consider limiting your assault to only that stipulation. Destroy the Squad Leader using your initial high-powered Charge Attack and then ignore the rest of the Insects, moving on to the next fight.



VAPOROUS LIFEFORMS

| | | | | VAPC | ICO | | | 101 | | AI | 1/4 | 101 | DE | | - | D | VAI | NC | ED | N | 101 | DE | |
|-----|------------------------------------|-----------|-------------|---------------|------------|-----|----------|--------|-----|-----|-----|-----|-----|-----|------|-----|-----|-------|-----|-----|-----|------------|------|
| | | | | | ATENIO. | | The same | TO SEE | EBU | ACC | | | Xic | XLt | НР | ATK | - | MAG | ACC | EVA | XFr | Xic | XLt |
| | NAME | NORMAL LV | ADVANCED LV | (NORMAL) | (ADVANCED) | HP | No. | | | 10 | 14 | 38 | 38 | 39 | 616 | 106 | 96 | 90 | 40 | 49 | 46 | 46 | 47 |
| | Gizmo | 5 | 35 | Pixie Dust | | 55 | 19 | 24 | 17 | 22 | 31 | 42 | 42 | 43 | 1108 | 170 | 153 | 148 | 56 | 65 | 50 | 50 | 51 |
| 31 | Venom Gizmo | 17 | 51 | Antidote | | 187 | 55 | 54 | 48 | | 38 | 44 | 45 | 45 | 1416 | 210 | 189 | 184 | 66 | 75 | 52 | 53 | 53 |
| 32 | Baal Gizmo | 24 | 61 | Pixie Dust | | 264 | 74 | 67 | 63 | 29 | 54 | 48 | 48 | 49 | 2310 | 306 | 276 | 270 | 95 | 104 | 56 | 56 | 5 |
| 33 | Burst Gizmo | 40 | 85 | Bomb | | 550 | 126 | 114 | 110 | 45 | 38 | 82 | 22 | 23 | 1118 | 170 | 161 | 153 | 56 | 72 | 90 | 30 | 3 |
| 34 | Blaze Fog | 17 | 51 | Fire Crystal | | 192 | 55 | 60 | 51 | 22 | | 23 | 84 | 24 | 1303 | 194 | 183 | 174 | 62 | 78 | 31 | 92 | 3 |
|)35 | Freeze Gas | 21 | 57 | Unmelting Ice | | 236 | 67 | 68 | 60 | 26 | 42 | 19 | 20 | 80 | 749 | 122 | 118 | 109 | 44 | 60 | 27 | 28 | 8 |
| 036 | THE RESERVE OF THE PERSON NAMED IN | 9 | 39 | Tourmaline | | 104 | 31 | 44 | 32 | 14 | 29 | | 86 | 26 | 1611 | 234 | 219 | 210 | 72 | 88 | 34 | 94 | |
| 037 | Spark Cloud | 28 | 67 | Unmelting Ice | | 313 | 82 | 80 | 73 | 33 | 49 | 26 | | 91 | 3428 | | 349 | 340 | 131 | 147 | 40 | 40 | 1 |
| 038 | Mystic Mist Dark Smoke | 52 | 103 | Tourmaline | | 819 | 174 | 157 | 153 | 57 | 73 | 30 | 30 | 31 | 3420 | 310 | | anc r | | | VI | orous ulle | 1011 |

Vaporous Lifeforms are small, roughly circular flying enemies. Because they are flying enemies, they have greater freedom of movement, allowing them to pass over certain obstacles and attack from hard-to-reach places. This gives them an intrinsically higher element of difficulty. To combat this, let these enemies come to you; they are fairly aggressive and move in waves against your characters. Trigger their groups and pull back, Charging your attack as they approach. They invariably end up coming into the path of your attacks, destroying themselves.



Squad Leaders for these enemies may have specific elemental weaknesses and cast elemental attacks like Freeze and Lightning. These spells do not track your characters and take time to cast. So long as you keep moving and let the enemies come to you, the Squad Leaders forgo casting and attacks with the mass to die with the rest.

Partners like Elwyn and the Minstrel are particularly good against flying units such as these Vaporous Lifeforms because of their anti-aerial abilities.

The higher-level Vaporous Lifeforms have the ability to self-destruct. When they take a certain amount of damage, the Lifeform begins to show yellow lightning across its surface. At this point, give it some distance and let it explode on its own; otherwise, it causes modest damage to your characters.

HOUNDS

| | | | | | | | N | 10 | RN | IAI | LN | 10 | DE | | 1 | AD | VA | NC | | | | | XLt |
|-------|------------------|-----------|-------------|------------|---------------------|-----|-----|-----------|-------------------|-----------|----------------|-------|-----|----------|------|-----|-----|-----|------------|-----|---------|-----------|-----------|
| | | | | ITEMS | ITEMS (ADVANCED) | HP | ATK | | The second second | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | | | XFr | Xic 48 | ALT 47 |
| # | NAME | NORMAL LV | ADVANCED LV | (NORMAL) | (ADVANCED) | - | 10 | 10 | 5 | 5 | 12 | 32 | 40 | 39 | 448 | 90 | 90 | 68 | 35 | 51 | 40 | | |
| 040 | Hound | 1 | 31 | Herb | | 14 | | 100 | 11 | 37 | 53 | 40 | 51 | 50 | 1680 | 266 | 266 | 211 | 79 | 95 | 48 | 59 | 58 |
| 041 | Killhound | 33 | 75 | Herb | | 360 | 98 | 98 | - 11 | CALLED BY | 26 | 32 | 40 | 40 | 429 | 94 | 85 | 71 | 44 | 64 | 40 | 48 | 48 |
| | | 2 | 32 | Beast Fang | | 21 | 12 | 13 | 7 | 14 | Name of Street | | 30 | 30 | 630 | 126 | 114 | 97 | 52 | 72 | 68 | 38 | 38 |
| 042 | Ninken | | 40 | Beast Fang | | 90 | 34 | 42 | 30 | 22 | 42 | 60 | | | | 150 | 135 | 117 | 58 | 78 | 30 | 79 | 39 |
| 043 | Ninken-Firetooth | 10 | | Beast Fang | | 126 | 46 | 49 | 38 | 26 | 46 | 22 | 71 | 31 | 782 | | - | 136 | 64 | 84 | 31 | 41 | 80 |
| 044 | Ninken-Frostbite | 14 | 46 | | | 162 | 58 | 56 | 45 | 30 | 50 | 23 | 33 | 12 | 933 | 174 | 157 | | No. of Lot | | | 48 | 47 |
| 045 | Ninken-Sparkfang | 18 | 52 | Beast Fang | | 252 | 82 | 74 | 63 | 40 | 60 | 59 | 40 | 39 | 1311 | 234 | 211 | 184 | 79 | 99 | 67 | N STORES | |
| 046 | Master Ninken | 28 | 67 | Beast Fang | | | | | 16 | 8 | 25 | 32 | 41 | 41 | 542 | 102 | 110 | 82 | 38 | 61 | 40 | 49 | K SHIP |
| 047 | Hellhound | 4 | 34 | Beast Fang | | 45 | 16 | I LOCATED | | | | 71115 | 52 | 51 | 1886 | 290 | 298 | 235 | 86 | 109 | 48 | 60 | 55 |
| NOTE: | Cerberus | 37 | 81 | Beast Fang | | 445 | 114 | 120 | 92 | 41 | 64 | 40 | J. | 01 | | | | | | | Hound | | |
| 048 | Cemeins | - u | | | | | - | | - | in line | | | | OR MARIE | | 1 | 1 | | | 945 | Id Mons | | |

Hounds come in large groups with a slightly stronger Squad Leader. They are low-level enemies without high Hit Points, and they are a cowardly group. When faced with a real challenge, many of them flee. As such, use a high-powered Charge Attack toward the center of the initial group, then rely on only low-powered Charge Attacks against small clumps and basic attacks against individuals.

Because the most common condition for fights with Hounds is to Defeat All Leaders, consider concentrating your attention on the Squad Leader and destroy it with your initial attack. Ignore the rest of the group and simply move on the next fight; only bother with the rest of the group if they make significant trouble for your partner.





DRAGONS

| | | | | ITEMS | ITEMS | нь | - | 2.5 | 100000 | | | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | X |
|-----|--|--------------|---------------------|--------------------|------------------|------------|------|-------|--------|---------------------|-----------|-----|---------|-------|---------|-----|-----|-----|---------|-----|-----|------|---|
| # | NAME NORMALLY ADVANCED V (NORMAL) (ADVANCED) HP AIK UET MAG ACC 240 AIR ACC 250 AIR ACC 25 | | | | | | | | | | | | | | | | | | | | | | |
| 49 | Fire Dragon 37 81 Dragon Scale Ice Dragon 38 82 Draconic Amule Thunder Dragon 29 69 Dragon Scale Mushussu 43 90 Draconic Amule Tiamat 46 94 Draconic Amule Himmeldrache 49 99 Draconic Amule White Dragon 55 108 Draconic Amule | Dragon Scale | | 2200 | 136 | 136 | 119 | 41 | | THE PERSON NAMED IN | ACCUSED ! | | | 35775 | | | | | SAMPORA | | | | |
| | Ino Dranon | 38 | 82 | Draconic Amulet | Dragon Scale | 2300 | 141 | 141 | 124 | 48 | 62 | 38 | 69 | 37 | 9660 | 352 | 352 | | CONT | | | 2000 | |
| 50 | | | | Drogon Scale | | 1450 | 100 | 100 | 87 | 39 | 53 | 36 | 8 | 95 | 7560 | 290 | 290 | 255 | 79 | 93 | 48 | 20 | E |
| 151 | Thunder Dragon | 29 | Element of the last | | | A STATE OF | | | 1/5 | 53 | 67 | 95 | 11 | 40 | 11900 | 391 | 391 | 346 | 110 | 124 | 95 | 23 | |
| 152 | Mushussu | 43 | 90 | Draconic Amulet | | 725562 | | 10000 | | | 100000 | | 1000000 | 20 | 12020 | 410 | 410 | 363 | 118 | 132 | 47 | 78 | |
|)53 | Tiamat | 46 | 94 | Draconic Amulet | Dragon God Armor | 3100 | 180 | 180 | 159 | 56 | 10 | 39 | | | 4000000 | | | | | 1 | | | i |
| 200 | Ulasaddaaba | AQ. | 99 | Braconic Amulet | Dragon God Armor | 3400 | 194 | 194 | 171 | 59 | 73 | 42 | 12 | 95 | 14420 | 434 | 434 | 385 | 128 | 192 | 34 | 1000 | |
| 054 | | | | | | 4000 | 223 | 223 | 197 | 65 | 79 | 61 | 30 | 61 | 16940 | 477 | 477 | 424 | 146 | 160 | 69 | 38 | |
| 055 | White Dragon | 55 | 108 | - District Control | | | 1000 | | | | 04 | 62 | 21 | 62 | 32508 | 553 | 553 | 492 | 160 | 174 | 70 | 39 | |

Dragons are rare and powerful beasts that are powerful on offense. Luckily, their slow movement and lethargic attacks are easy for fast attackers to dodge. The key to destroying a Dragon is to use elemental attacks that exploit the weakness of that creature, since almost all Dragons strongly learn toward one element.

Beyond that, run toward Dragons, launch fast Single Skill attacks, then retreat while preparing for another assault. Dragons constantly try to update their position; this makes it hard for them to get a bead on characters.

The extremely high-level Dragons in Advanced Mode, those found in critical levels of the Tower of Heaven, occasionally drop impressive armor.

DEMON SPELLCASTERS

| | | | | | | | 1 | NO | RN | IA | LI | MO | DE | 3 | | AD | VA | N | CEI | 0 1 | MO | | |
|------------|----------------------|-----------|-------------|-------------------|---------------------|-------|----------|------|-----|-----|-----|-----|-----|-----|-------|--------|-----|-----|-----|-----|-----|-----------|-----|
| | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | | MAG | ACC | EVA | XFr | 100000000 | XLt |
| | Dark Mage | 23 | 60 | Magestone | ADVANCED | 207 | 51 | 51 | 73 | 23 | 37 | 84 | 25 | 24 | 1134 | 145 | 145 | 217 | 60 | 74 | 92 | 33 | 32 |
| 7 | | | 51 | Magestone | | 153 | 39 | 42 | 58 | 17 | 31 | 42 | 43 | 42 | 908 | 119 | 119 | 178 | 51 | 65 | 50 | 51 | 50 |
| 58 | Wind Mage | -17 | | | | 450 | 89 | 89 | 132 | 40 | 54 | 28 | 89 | 28 | 1890 | 215 | 215 | 325 | 90 | 104 | 37 | 95 | 37 |
| 59 | Ice Mage | 40 | 85 | Magestone | | 432 | 86 | 86 | 127 | 39 | 53 | 28 | 28 | 88 | 1840 | 212 | 212 | 320 | 88 | 102 | 36 | 37 | 95 |
| 60 | Thunder Mage | 39 | 84 | Magestone | | TORES | ALCOHOL: | 1000 | | | | 79 | 20 | 19 | 590 | 83 | 91 | 127 | 38 | 59 | 87 | 28 | 27 |
| 61 | Master Mage | 8 | 38 | Royal Gown | Magestone | 11 | 20 | 33 | 29 | 8 | 27 | - | No. | | 1321 | 164 | 172 | 252 | 67 | 88 | 34 | 94 | 34 |
| 62 | Blizzard Master | 28 | 67 | Magestone | Wizard Scroll | 257 | 58 | 64 | 87 | 28 | 49 | 26 | 86 | 26 | 00000 | 100000 | | 1 | | | 32 | 32 | 93 |
| 163 | Lightning Master | 24 | 61 | Royal Gown | Wizard Scroll | 221 | 52 | 58 | 79 | 24 | 45 | 24 | 24 | 85 | 1170 | 147 | 155 | 226 | 61 | 82 | 57 | 57 | 57 |
| BEAA04 | Tornado Master | 44 | 91 | Magestone | Wizard Scroll | 527 | 100 | 106 | 152 | 44 | 65 | 49 | 49 | 49 | 2203 | 231 | 239 | 356 | 102 | 123 | | 1000000 | |
| 064 | | 43 | 90 | Magestone | Wizard Scroll | 509 | 97 | 103 | 148 | 43 | 64 | 48 | 49 | 49 | 2152 | 229 | 237 | 351 | 100 | 121 | 56 | 57 | 57 |
| 065 066 | Necomancer Oracle | 45 | 93 | Spike | Wizard Scroll | 545 | 103 | 109 | 157 | 45 | 66 | 49 | 49 | 49 | 2304 | 237 | 245 | 364 | 106 | 127 | 57 | 57 | 57 |

These Master Mages have high resistances to elemental attacks, including magic, but low attack and defense. What they lack in physical attack, however, they make up for in magic, with damaging spells. These elemental masters are color coded: red for fire, blue for ice, and yellow for lightning.

It is obvious when the Demon Spellcasters begin casting because they glow with a demonic light. The conclusion of their spell is a bolt of their element. It is crucial that your characters disrupt their casting or avoid the spell; especially in Advanced Mode, this is the real damage of the Spellcasters and they are powerful.

Demonic Spellcasters are usually found as Squad Leaders of melee or Undead groups or in small

groups of mixed elemental composition. These are some of the most challenging of the early fights due to combined arms and elemental resistances. Melee and Undead troops work to provide a screen for the Demonic Spellcaster Squad Leader while the caster prepares spells. If the melee/Undead troops are weak, hack through them with a high-powered Charge Attack to engage the caster as quickly as possible; the sooner you defeat the caster the easier the fight becomes. If the support troops are strong, however, pull them forward so that the caster must waste valuable spell-casting time moving rather than focusing on spells. Hit the support troops as you retreat, decreasing as many of their numbers as you can so that you can get to the Spellcaster. Without an effective screen, the caster is a sitting duck to a concerted attack.

Undead troops are difficult because they have the ability to rise again and protect their Squad Leader. Ryuna's Link Ability to Turn Undead is a great blessing here, even though it leaves the group exposed after the spell is completed. For truly strong groups, permanently destroy small clumps of the Undead support troops before moving on to the Spellcaster.

Mixed groups of elemental Demonic Spellcasters are a different problem. The Squad Leader of such a group is always of a different element than the rest of the group, e.g., an Ice Master Mage surrounded by Fire Master Mages. Proper partnership and elemental weapons are important in these situations: You do not want to take Neige against Ice mages when Xion is wielding an Iceelemental weapon. This highlights that elemental attributes should work to complement each other; that way, the Spellcasters you face will always be weak versus one of your characters.

Melee attacks are also good to use against these groups, especially with fast-moving characters like Mao and Volg. The speed of these characters and their high attack power allow them to cut through these groups with easy and dodge out of the way of any spells that may be cast.

Use an initial high-powered Charge to break into the group as quickly as possible and then hit as many enemies as possible as much as possible. This keeps your enemies disrupted and not casting spells. Any ranged characters should be kept out of spell range while the melee characters wade into the group. With the casters kept occupied, they are limited to only their pathetic melee attacks and can be dispatched.



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RUNE GEIST SOLDIERS (FOOT TROOPS)

| | RI | NH. | UE | IOI | JULI | | Name of Street | | 200 | 2000 | | | | | | | | | | | OI | T | |
|------|---------------------|--|-------------|------------------------|---------------------|------|------------------|-------|---------------------|-------|-----|--------|------|-----|-------|------------|------------------------|-------------|-----|-------------------|-----------|--------------------|--------------|
| | NO | | | | | | 1 | 10 | RM | [AL | . M | OI | DE | | A | STATE OF | -BR05 | NC | | | | | XLt |
| 1000 | | | | ITEMS (NORMAL) | (TEMS (ADVANCED) | HP / | ATK | 40 mm | STATE OF THE PARTY. | | | | | (Lt | HP | ATK | | | | | | | 41 |
| # | NAME | NORMAL LV | ADVANCED LV | NAME OF TAXABLE PARTY. | (ADVANGED) | 50 | 19 | 28 | 15 | 5 | 14 | 41 | 41 | 33 | 560 | 106 | | | | 49 | 49 | 38 | 30 |
| 067 | Grunt (Sword) | 5 | 35 | Gravity Stone | | 110 | 37 | 52 | 32 | 11 | 25 | 69 | 30 | 22 | 756 | 134 | | | 42 | 56 | 11 | MATERIAL ST | 36 |
| 068 | Officer (Sword) | 11 | 42 | Gravity Stone | | 420 | 110 | 121 | 87 | 36 | 50 | 38 | 77 | 28 | 1792 | 282 | DESCRIPTION OF | | 79 | 93 | 46 | 85 46 | 75 |
| 069 | Wandering Swordsman | 36 | 79 | Gravity Stone | | 460 | 118 | 129 | 93 | 38 | 52 | 39 | 38 | 67 | 1932 | 294 | 323 | 233 | 84 | 98 | 47 | 54 | 45 |
| 070 | Deserter (Sword) | 38 | 82 | Gravity Stone | Gravity Stone | 200 | 64 | 72 | 50 | 20 | 34 | 47 | 46 | 37 | 1120 | 186 | 204 | 146 | 55 | 69 | 55 | THE REAL PROPERTY. | 48 |
| 071 | Bodyguard (Sword) | 20 | 55 | Rune Helm | Black Helm | 280 | 82 | 90 | 63 | 28 | 42 | 49 | 49 | 40 | 1456 | 234 | 257 | 184 | 67 | 81 | 57 | 57 | 18503 |
| 072 | Beastman (Sword) | 28 | 67 | Black Mail | Black neim | 130 | 43 | 57 | 35 | 13 | 27 | 44 | 44 | 35 | 840 | 146 | 160 | 113 | 45 | 59 | 52 | 52 | 43 |
| 073 | Grunt (Halberd) | 13 | 45 | Gravity Stone | | 420 | 110 | 121 | 87 | 36 | 50 | 17 | 38 | 28 | 1792 | 282 | 310 | 223 | 79 | 93 | 85 | 46 | 36 |
| 074 | Prowler (Halberd) | 36 | 79 | Gravity Stone | | 440 | 114 | 125 | 89 | 37 | 51 | 38 | 11 | 28 | 1876 | 290 | 319 | 230 | 82 | 96 | 46 | 85 | 36 |
| 075 | Wandering Axman | 37 | 81 | Gravity Stone | | 170 | 55 | 66 | 43 | 17 | 31 | 33 | 32 | 62 | 1008 | 170 | 187 | 133 | 51 | 65 | 41 | 40 | 70 |
| 076 | Halberd Master | 17 | 51 | Gravity Stone | Gravity Stone | 200 | 64 | 72 | 50 | 20 | 34 | 47 | 46 | 37 | 1120 | 186 | 204 | 146 | 55 | 69 | 55 | 54 | 49 |
| 077 | Bodyguard (Halberd | of the latest terms and the latest terms are a second | 55 | Rune Helm | uravity stolle | 460 | 118 | 129 | 93 | 38 | 52 | 52 | 51 | 41 | 1932 | 294 | 323 | 233 | 84 | 98 | 60 | 50 | 42 |
| 078 | Crazed Beastman | 38 | 82 | Gravity Stone | | 80 | 28 | 41 | 24 | 8 | 20 | 42 | 42 | 34 | 644 | 118 | 129 | 91 | 38 | 52 | 50 | 38 | 30 |
| 079 | Grunt (Spear) | 8 | 38 | Gravity Stone | | 120 | 40 | 55 | 33 | - 12 | 26 | 70 | 30 | 22 | 784 | ستسط ا | 151 | 107 | 43 | 57 | 78 | 85 | 30 - 38 |
| 080 | Officer (Spear) | 12 | 43 | Gravity Stone | | 400 | 10 | 6 11 | 6 83 | 35 | 49 | 38 | Π | 27 | 1764 | | 305 | 220 | 78 | 92 | 46 | 46 | |
| 081 | Wandering Spearma | | 78 | Gravity Stone | | 440 | 11 | 4 12 | 25 89 | 37 | 51 | 38 | 38 | 67 | 1876 | 5 290 | 319 | | 82 | 96 | 53 | 53 | |
| 082 | Deserter (Spear) | | 81 | Rune Helm | Gravity Stone | 160 | 5 | 2 6 | 3 42 | 16 | 30 | 45 | 45 | 36 | 952 | 1000 | 178 | OF BUILDING | 49 | 63 | | NA VIDEOS | |
| 08 | Bodyguard (Spea | - | 49 | Black Mail | Black Helm | 280 | 8 | 2 9 | 63 | 28 | 42 | 49 | 49 | 40 | 145 | 25 153 | 257 | | 67 | 81 | | | |
| 08 | 4 Beastman (Spea | CONTRACTOR | 67 | Rune Plate | Rune Helm | 95 | | 11 ! | 52 2 | 9 | 29 | 43 | 42 | 34 | 68 | | | ma motore | 39 | OF REAL PROPERTY. | | | and the same |
| 08 | 5 Commander | 9 | 39 | Rune Plate | Rune Helm | 175 | 5 | 55 | 72 4 | 6 17 | 38 | 72 | 32 | 2 | 101 | | State State of | | | AND DESCRIPTION | | | |
| 08 | 6 Heat Commande | A TANADA DA SA | 51 | Rune Plate | Rune Helm | 15 | AND DESCRIPTIONS | 49 | 67 4 | 3 15 | 3 | 32 | 2 70 | 2 | 93 | ners their | NAME OF TAXABLE PARTY. | OF STREET | | | | THE SECTION | CONTRACTOR |
| 0 | Cool Command | | 48 | Ring Mail | Plate Armor | | DATE SACE | 30 | 149 1 | 06 41 | 6 | 2 3 | 9 3 | 6 | | 22 31 | BELL COST | DOM HOUSE | | | | | 56 46 |
| 0 | BB Electro Comman | Land of the land o | 87 | Rune Helm | Rune Armor | | 15 | 74 | 87 (| 60 2 | 4 4 | 5 4 | 8 4 | 8 3 | | 198 21 | ORDER MODER | | | THE PERSON | FEET 1888 | | 58 48 |
| 0 | 89 Silver Comman | THE RESERVE OF THE PERSON NAMED IN | 61 | Black Helm | | | | 98 | 113 | 80 3 | 3 5 | 4 5 | 1 5 | 0 4 | 10 16 | 590 26 | 6 30 | 10 21 | 0 7 | 5 9 | 0 0 | | |
| 100 | nn Reast Comman | ter 33 | 75 | Black Helli | Diddit Zilling | | | | | | | 15-70- | | | | | | | | | | | |

The Rune Geist Soldiers are a well-trained force that has focused strongly on defense and attack. These aggressive foot troops lack special abilities, preferring physical melee attacks. The Squad Leaders of their groups provide healing support with Heal Ally and give Accuracy bonuses to their

These Soldiers are not pushovers, and working well with your partner is the best way to defeat them. They charge en masse, and this can be used to your advantage. For melee partners, start the fight by flanking them and use high-powered Charge





from surrounding your characters or exploiting openings. Attack from the outside in, toward the center of the group, peeling apart the outer edges.

For magically based partners, use Link Attacks that damage and disrupt your enemies. For example, lead the mass into Neige's Ice Wall, or use Neige's Ice Ring and The Minstrel's Thunder Ring to pincer the troop force. As described previously, work along the flanks; it is more important to take out the entire squad than worry about the relatively weak bonuses that the Squad Leaders provide to their troops.

DARK ELF ARCHERS

| | | | | | | | 1 | VO | RM | [A] | LI | ON | DE | | 1 | AD | VA | NC | EI |) 1 | 10 | | 100000 |
|-----|---------------|--------------|-------------|--------------------|---------------------|---------|---|--------------|--|-----|---------------------|----------|---------------|------------|-------|-------------------------|-------------|-----------|-----|------------------|--|-----|--------|
| | | was well the | ADVANCED LV | ITEMS | ITEMS (ADVANCED) | HP | ATK | DEF | HERWICH: | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| | NAME | NORMAL LV | | (HOIIIII) | (AUVANGEU) | 90 | 34 | 42 | 30 | 1 | 14 | 45 | 38 | 37 | 630 | 126 | 114 | 97 | 30 | 44 | 53 | 46 | 45 |
| | Death Archer | 10 | 40 | Seductive Perfume | | | CONTRACTOR OF THE PARTY OF THE | | THE REAL PROPERTY AND ADDRESS OF THE PERSON NAMED IN COLUMN TWO PERSONS AND ADDRESS OF THE PERSON NAMED IN COLUMN TWO PERSON NAME | 3 | 17 | 72 | 26 | 25 | 756 | 146 | 132 | 113 | 35 | 49 | 80 | 34 | 33 |
| | Bloody Archer | 13 | 45 | Seductive Perfume | | 117 | 43 | 47 | 35 | | | | Total Control | 1200 | | 170 | 153 | 133 | 41 | 55 | 43 | 74 | 34 |
| 3 | Evil Shooter | 17 | 51 | Seductive Perfume | | 153 | 55 | 54 | 43 | 1 | 21 | 35 | 66 | 26 | 908 | Description of the last | The same of | Section 1 | | 86 | 49 | 40 | 1 |
| 100 | | 37 | 81 | Yew | | 396 | 114 | 103 | 89 | 27 | 41 | 41 | 32 | 70 | 1689 | 290 | 261 | 230 | 12 | 80 | STATE OF THE PARTY | | 1000 |
| | Devil Shooter | | | | Seductive Perfume | 180 | 64 | 60 | 50 | 10 | 24 | 49 | 41 | 40 | 1008 | 186 | 168 | 146 | 45 | 59 | 57 | 49 | 4 |
| 5 | Demon Hunter | 20 | 55 | 1011 | | 2000000 | Ball of | 74 | 63 | 18 | 32 | 52 | 43 | 43 | 1311 | 234 | 211 | 184 | 57 | 71 | 60 | 51 | 5 |
| 6 | Beast Hunter | 28 | 67 | Yew | Seductive Perfume | 252 | 82 | ACCRECATE DE | Talling Co. | 10 | STATE OF THE PARTY. | (SEE SEE | | 38 | 792 | 150 | 143 | 122 | 36 | 57 | 55 | 47 | 4 |
| 7 | Hell Sniper | 14 | 46 | Royal Gown | Yew | 131 | 46 | 55 | 41 | 4 | 25 | 47 | 39 | The second | 25100 | Total Control | - | 100000 | 41 | 62 | 82 | 35 | |
| - | | 17 | 51 | Royal Gown | Yew | 158 | 55 | 60 | 46 | 1 | 28 | 74 | 27 | 26 | 918 | 170 | 161 | 138 | | Language Control | | | |
| 8 | Dark Sniper | | | Royal Gown | Yew | 221 | 74 | 73 | 60 | 14 | 35 | 37 | 68 | 29 | 1170 | 210 | 197 | 171 | 51 | 72 | 45 | 76 | |
| 9 | Shadow Sniper | 24 | 61 | | | 10000 | CONTRACTOR OF THE PARTY OF THE | MONEY OF | 102 | 30 | 51 | 41 | 33 | 71 | 1900 | 306 | 284 | 248 | 80 | 101 | 49 | 41 | |
| 0 | Tower Sniper | 40 | 85 | Holy Bow's Bandana | | 455 | 126 | 120 | IUZ | 30 | 31 | | | - | | | - | 1000 | | | | 7 | |

Dark Elf Archers, which work with some of Rune Geist's troops, are some of the more challenging enemies to battle. They are aggressive, have powerful attacks, and are resistant to many forms of attack. They also tend to scatter when faced with a concerted attack; this, combined with their high bonuses to evasion, makes them difficult to hit and defeat.

Wound or defeat as many of the group that you can in your initial attack. After that, the Archers scatter in all directions, pausing only to make ranged attacks. Both your primary character and partner should stay as mobile as possible. Use your partner to flank the Archers and funnel them into small groups, which can then be dispatched by Charge or Link Attacks. Individual Archers can be herded into dead-

ends or narrow confines within the terrain, then defeated; instead of attacking, they continue to flee and become boxed in by the terrain, making them much easier to attack.

Some of your partners are especially effective against ranged enemies. Elwyn and the Minstrel both have abilities that increase their effectiveness against archers and decrease the damage they take from ranged attacks. Consider specializing these two against ranged units and using them to eliminate these groups.

CENTAUR KNIGHTS

| | | | - purpose concessor | | | | 1 | NO | RM | 1A | LN | ON | DE | | | AD | VA | NC | EI |) V | MO. | DE | |
|------|------------------|-----------|---------------------|---|---------------------|-----|-------|----------------|--|------|---------------|-----|--------------|--|--------------------|-----|-----|--|----------|--------|--------|----------|----|
| 16 8 | | NODMAN IV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XI |
| | NAME | NORMAL LV | | CONTRACTOR OF THE PARTY OF THE | (AUVANCEU) | 50 | 20 | 24 | 11 | 21 | 28 | 36 | 43 | 36 | 560 | 116 | 96 | 62 | 51 | 63 | 44 | 51 | 4 |
| 1 | Rune Knight | 5 | 35 | Magic Mitror | | 90 | 34 | 38 | 20 | 25 | 36 | 64 | 31 | 24 | 672 | 134 | 110 | 72 | 55 | 67 | 72 | 39 | |
| 2 | Copper Knight | 9 | 39 | Magic Mirror | | | | 56 | 35 | 34 | 46 | 27 | 74 | 27 | 1036 | 191 | 157 | 105 | 68 | 80 | 35 | 82 | |
|)3 | Bronze Knight | 18 | 52 | Magic Mirror | | 180 | 63 | DOM: | CONTROL OF | | 42 | 26 | 33 | 65 | 868 | 165 | 135 | 90 | 62 | 74 | 34 | 41 | |
| 14 | Brass Knight | 14 | 46 | Magic Mirror | | 140 | 50 | 49 | 29 | 30 | | | | 40 | 1120 | 204 | 168 | 112 | 71 | 83 | 49 | 57 | Ī |
| 5 | Silver Knight | 20 | 55 | Pegasus Mane | | 200 | 70 | 60 | 38 | 36 | 48 | 41 | 49 | CARLES AND ADDRESS OF THE PARTY NAMED IN | PERSONAL PROPERTY. | | | 142 | 83 | 95 | 52 | 59 | I |
| 06 | Black Knight | 28 | 67 | Black Mail | Black Helm | 280 | 90 | - 74 | 49 | 44 | 56 | 44 | 51 | 43 | 1456 | 257 | 211 | COLUMN TO SERVICE AND ADDRESS OF THE PERSON NAMED IN COLUMN TO SERVICE AND ADDRESS OF | Links of | 73 | 45 | 52 | Ť |
| | Emerald Paladin | 8 | 38 | Rune Plate | Rune Helm | 85 | 30 | 41 | 21 | 24 | 41 | 37 | 44 | 37 | 654 | 129 | 115 | 75 | 54 | 100000 | 100000 | Townson. | |
| 07 | | | 45 | Rune Plate | Rune Helm | 135 | 47 | 53 | 30 | 29 | 48 | 65 | 33 | 25 | 850 | 160 | 140 | 92 | 61 | 80 | 73 | 41 | |
| 08 | Ruby Paladin | 13 | | Rune Helm | Rune Armor | 225 | 17 | 69 | 45 | 38 | 57 | 29 | 75 | 28 | 1214 | 217 | 187 | 125 | 74 | 93 | 37 | 83 | |
| 09 | Sapphire Paladin | 22 | 58 | | Rune Helm | 185 | 63 | 62 | 38 | 34 | 53 | 27 | 35 | 66 | 1046 | 191 | 165 | 110 | 68 | 87 | 35 | 43 | |
| 110 | Gold Paladin | 18 | 52 | Rune Plate | nulle neim | | 81 | 73 | | 40 | 59 | 42 | 50 | 42 | 1298 | 231 | 197 | 133 | 11 | 96 | 50 | 58 | |
| 11 | Platinum Paladin | 24 | 61 | Holy Knight Armor | | 245 | 10000 | To the last of | O PERSONAL PROPERTY AND PERSONAL PROPERTY PROPERTY AND PERSONAL PR | 1000 | Total Control | 45 | OF RESIDENCE | 44 | 1634 | 283 | 241 | 163 | 89 | 108 | 53 | 60 | |
| 112 | Black Paladin | 32 | 73 | Black Helm | Black Armor | 345 | 103 | 91 | 59 | 48 | 67 | 43 | JL | | | | | | | | | | |

The Centaur Paladins are elite troops of knights complete with brutal lances. They are fast moving and have high attack, and they are completely capable of running down vulnerable characters and pummeling them.

The Squad Leaders of these knights give increased Evasion to their support troops. They also have a nasty special ability: Combined Attack. At their word, the entire enemy force attacks with multiple lance thrusts at the same time. This makes it imperative that you do not allow a character to be surrounded by the entire group; to do so can seriously damage a member of your party.





In many ways, the tactics used here are similar to those used for the Rune Geist Soldiers. Work from the outside of the group in, using the best Charge and Link attacks for the job. Melee partners focus on high-damage Link Attacks to move along the outliers of the group as the other character goes around the opposing flank.

Magically based partners use their Link Attacks to disrupt and damage the front of the group, using abilities like Neige's Ice Wall or Neige's Ice Ring and the Minstrel's Thunder Ring. Keep your stronger character between the enemy group and your partner so that they do not become surrounded.

Despite their toughness, the Centaur Knights have relatively few resistances to elemental attacks. With practice in confronting their groups, they become easy to defeat, and missions geared toward fighting them are good ones to repeated visit for leveling your characters.



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CENTAUR ARCHERS

| | | | | | | | | NO | RN | MA | LI | MO | DI | 3 | | AD | VA | N | CE | D 1 | MC | DI | Ξ |
|-----|----------------------|-----------|-------------|-------------------|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 113 | Arrow Knight | 9 | 39 | Magic Mirror | | 81 | 34 | 34 | 17 | 15 | 26 | 38 | 44 | 37 | 605 | 134 | 98 | 61 | 45 | 57 | 46 | 52 | 45 |
| 114 | Flame Arrow Knight | 18 | 52 | Magic Mirror | | 162 | 63 | 50 | 30 | 24 | 36 | 66 | 35 | 27 | 933 | 191 | 140 | 89 | 58 | 70 | 74 | 43 | 35 |
| 115 | Ice Arrow Knight | 45 | 93 | Magic Mirror | | 540 | 160 | 117 | 76 | 51 | 63 | 33 | 81 | 33 | 2294 | 371 | 271 | 178 | 112 | 124 | 41 | 89 | 41 |
| 116 | Thunder Arrow Knight | 46 | 94 | Magic Mirror | | 558 | 165 | 120 | 78 | 52 | 64 | 34 | 42 | 72 | 2344 | 376 | 274 | 180 | 114 | 126 | 42 | 50 | 80 |
| 117 | Silver Arrow Knight | 22 | 58 | Magic Mirror | | 198 | 77 | 56 | 35 | 28 | 40 | 42 | 49 | 41 | 1084 | 217 | 159 | 102 | 64 | 76 | 50 | 57 | 49 |
| 118 | Black Arrow Knight | 47 | 96 | Pegasus Mane | | 576 | 169 | 124 | 80 | 53 | 65 | 47 | 55 | 46 | 2445 | 385 | 280 | 184 | 118 | 130 | 55 | 63 | 54 |
| 119 | Heavy Bow Knight | 13 | 45 | Rune Plate | Rune Helm | 122 | 47 | 48 | 26 | 19 | 38 | 39 | 46 | 38 | 766 | 160 | 125 | 79 | 51 | 70 | 47 | 54 | 46 |
| 120 | Burning Bow Knight | 22 | 58 | Rune Helm | Rune Armor | 203 | 77 | 62 | 38 | 28 | 47 | 68 | 36 | 28 | 1094 | 217 | 167 | 107 | 64 | 83 | 76 | 44 | 36 |
| 121 | Blizzard Bow Knight | 51 | 102 | Pegasus Mane | | 653 | 187 | 136 | 92 | 57 | 76 | 34 | 82 | 34 | 2757 | 411 | 308 | 202 | 130 | 149 | 42 | 90 | 42 |
| 122 | Plasma Bow Knight | 49 | 99 | Pegasus Mane | | 617 | 178 | 130 | 87 | 55 | 74 | 34 | 43 | 72 | 2606 | 398 | 298 | 195 | 124 | 143 | 42 | 51 | 80 |
| 123 | Silver Bow Knight | 26 | 64 | Pegasus Mane | | 239 | 85 | 69 | 42 | 32 | 51 | 43 | 51 | 42 | 1245 | 244 | 186 | 120 | 70 | 89 | 51 | 59 | 50 |
| 124 | Black Bow Knight | 32 | 73 | Black Helm | Black Armor | 311 | 103 | 82 | 51 | 38 | 57 | 45 | 52 | 44 | 1472 | 283 | 215 | 140 | 79 | 98 | 53 | 60 | 52 |

Like the Centaur Knights, the Centaur Archers are an elite brigade that is attack centered with fast movement and high damage. Once their groups initiate an attack, they shoot their arrows, run to all directions, then prepare another ranged volley. The Squad Leaders of these groups give Evasion bonuses to their squad, making them more difficult to hit and damage.

For the initial engagement, use a high-powered Charge Attack or Link Attack. As the Centaur Archers scatter, focus your subsequent attacks with low-powered Charge Attacks or even basic attacks. Use the surrounding terrain to your advantage, pressing your attacks until the Archers are caught in dead-ends or other movement-limiting features.





Individual Centaur Archers often move into other enemy squads. If either of your characters follow them, then the other squads are triggered and can attack you before you are properly prepared. Don't follow these fleeing Archers, and keep an eye on your partner to keep them from doing this. After a little bit, the Centaur Archer moves closer again and can be drawn out, or you can wait to attack the entire squad, Archer and all, when you have your abilities prepared.

Partners like Elwyn and the Minstrel are particularly good at fighting Archers. They do increased damage against Archers and take reduced damage from ranged fire. Consider using either of these two against foes such as the Centaur Archers.

MINOTAURS

| | | | | | | | 1 | NO | RN | AA. | LN | MO | DE | 3 | | AD | VA | NC | EI |) N | <u> MO</u> | DE | <u>.</u> |
|-----|----------|-----------|-------------|-------------------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|------------|-----|----------|
| | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 125 | Minotaur | 19 | 54 | Horned Helm | Great Horned Helm | 209 | 67 | 64 | 42 | 24 | 28 | 45 | 46 | 38 | 1201 | 200 | 182 | 126 | 59 | 63 | 53 | 54 | 46 |
| 126 | Megataur | 45 | 93 | Horned Helm | Great Horned Helm | 660 | 160 | 146 | 102 | 50 | 54 | 78 | 39 | 30 | 2802 | 371 | 338 | 239 | 111 | 115 | 86 | 47 | 38 |
| 127 | Gigataur | 46 | 94 | Horned Helm | Great Horned Helm | 682 | 165 | 150 | 105 | 51 | 55 | 39 | 79 | 30 | 2864 | 376 | 342 | 241 | 113 | 117 | 47 | 87 | 38 |
| 128 | Kudan | 47 | 98 | Horned Helm | Great Horned Helm | 704 | 169 | 154 | 108 | 52 | 56 | 39 | 40 | 69 | 2987 | 385 | 350 | 247 | 117 | 121 | 47 | 48 | 11 |
| 129 | Ebontaur | 29 | 69 | Horned Helm | Great Horned Helm | 319 | 92 | 84 | 57 | 34 | 38 | 49 | 50 | 40 | 1663 | 266 | 242 | 169 | 74 | 78 | 57 | 58 | 48 |

Minotaurs can be challenging enemies. They have high stats, especially in their attack and defense. This makes them hard hitting and resistant to damage. Added to this, they have a Whirl Attack that does intense damage and has a finishing move. They are usually found in large, very aggressive groups, with Squad Leaders that are elemental Spellcasters.

The best way to fight Minotaurs is to use hit-and-run tactics combined with features of the terrain that limit their approach. Start the fight with a high-powered Charge or Link Attack that cuts into the group as a whole (especially the Squad Leader), then pull back to a location that limits the Minotaurs' approach. If they must funnel around barriers or go single file along a bridge, then

that allows your characters to focus their attacks on individuals and keeps the Whirl Attacks of the Minotaurs from being as effective.

Aggressive melee characters can trade off doing powerful attacks, pushing through enemies as they move within the bottleneck. Support characters like Ryuna and the Minstrel must have a stronger character between them and their enemies. They have few defenses against the Whirl Attacks of the Minotaurs and can take large amounts of damage from them. Keep these support characters moving and out of Minotaurs' range to keep your characters safe.

NINJAS

| | | | | | | | | NC | RN | Λ A | LI | MO | DI | 3 | | AD | VA | NO | CEI | DI | MO | DE | 7 |
|-----|--------------|-----------|-------------|---------------|---------------|-----|-----|-----|-----|-------------|-----|-----|-----|-----|------|-----|-----|-----|-------|--------------------|-------------|--|--------|
| # | NAME | NORMAL LV | ADVANCED LV | (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | | | MAG | | EVA | Service Co. | 1 Indiana | XLt |
| 130 | Black Cat | 5 | 35 | Shinobi Stone | | 45 | 19 | 24 | 17 | 13 | 26 | 43 | 36 | 36 | 504 | 106 | 96 | 90 | 43 | 61 | 51 | 44 | 44 |
| 131 | Red Rabbit | 20 | 55 | Shinobi Stone | | 180 | 64 | 60 | 55 | 28 | 46 | 75 | 28 | 27 | 1008 | 186 | 168 | 162 | 63 | 81 | 83 | 36 | 35 |
| 132 | Blue Serpent | 12 | 43 | Shinobi Stone | | 108 | 40 | 45 | 37 | 20 | 38 | 32 | 65 | 25 | 706 | 138 | 125 | 119 | 51 | 69 | 40 | 73 | 100000 |
| 133 | Yellow Tiger | 16 | 49 | Shinobi Stone | | 144 | 52 | 53 | 46 | 24 | 42 | 34 | 27 | 65 | 857 | 162 | 146 | 140 | 57 | 75 | 42 | E CONTRACTOR OF THE PARTY OF TH | 33 |
| 134 | Black Lion | 29 | 69 | Ninja Gear | Shinobi Stone | 261 | 84 | 76 | 72 | 37 | 55 | 52 | 44 | 43 | 1361 | 242 | 218 | 212 | 77 | 95 | | 35 | 73 |
| 135 | Koga Ninja | 21 | 57 | Ninja Gear | | 194 | 67 | 68 | 60 | 29 | 54 | 49 | 41 | 41 | 1069 | 194 | 183 | 174 | 10000 | THE REAL PROPERTY. | 60 | 52 | 51 |
| 136 | Fuuma Ninja | 22 | 58 | Ninja Gear | | 203 | 70 | 69 | 63 | 30 | 55 | 49 | 42 | 41 | | | | | 65 | 90 | 57 | 49 | 49 |
| 137 | Saiga Ninja | 33 | 75 | Ninja Gear | | 329 | 98 | 95 | 88 | 30 | 66 | 52 | 45 | 41 | 1094 | 198 | 187 | 178 | 83 | 91 | 57 | 50 | 49 |

Ninjas prefer the art of stealth and surprise. Because of this, they are less aggressive than some of the other enemies; instead of charging your party, they pull back and dart in to attack. Ninjas are usually found in small groups or as Squad Leaders of Hound groups, where they let the Hounds attack for them.

In terms of special abilities, the regular Ninjas do have elemental attacks. Some of them also deposit traps, which are laid down between the party and the Ninja, detonating when the characters step on the trap. Ninja Squad Leaders give increased Evasion to their support troops and can Blink when cornered, teleporting away from your party's attacks.

small cluster of their compatriots, which makes them much easier to defeat.





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BIRDMEN

Flanking and pincering moves with your primary character and partner help to keep the Ninjas from separating and harrying your group. This also focuses the Ninjas in small

clumps, allowing your party to use low-powered Charge Attacks or Link Attacks against them. The Squad Leaders, in particular, are less likely to Blink away when they are in a

| | S-1/2-10-11 | | | 177110 | | | | NC | RN | MA | LI | MO | DE | 3 | | AD | VA | N | CE | D 1 | MC | DE | 3 |
|-----|-------------------|-----------|-------------|---------------|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | NAME | NORMAL LV | ADVANCED LV | (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 138 | Birdman | 13 | 45 | Moon Fragment | Feather Cap | 117 | 47 | 52 | 39 | 18 | 27 | 38 | 39 | 46 | 756 | 160 | 146 | 126 | 50 | 59 | 46 | 47 | 54 |
| 139 | Birdra | 21 | 57 | Moon Fragment | Feather Cap | 189 | 73 | 68 | 57 | 26 | 35 | 67 | 28 | 36 | 1059 | 213 | 194 | 169 | 62 | 71 | 75 | 36 | 44 |
| 140 | Hawk Soldier | 18 | 52 | Moon Fragment | Feather Cap | 162 | 63 | 62 | 51 | 23 | 32 | 27 | 66 | 35 | 933 | 191 | 174 | 151 | 57 | 66 | 35 | 74 | 43 |
| 141 | Eagle Fighter | 45 | 93 | Moon Fragment | Feather Cap | 540 | 160 | 146 | 128 | 50 | 59 | 33 | 33 | 81 | 2294 | 371 | 338 | 299 | 111 | 120 | 41 | 41 | 89 |
| 142 | Crow Knight | 29 | 69 | Moon Fragment | Feather Cap | 261 | 92 | 84 | 72 | 34 | 43 | 43 | 44 | 52 | 1361 | 266 | 242 | 212 | 74 | 83 | 51 | 52 | 62 |
| 143 | Bird Commander | 17 | 51 | Feather Cap | | 158 | 60 | 66 | 51 | 22 | 38 | 40 | 40 | 47 | 918 | 187 | 178 | 153 | 56 | 72 | 48 | 48 | 55 |
| 144 | Sky Commander | 25 | 63 | Feather Cap | | 230 | 83 | 82 | 68 | 30 | 46 | 68 | 30 | 37 | 1220 | 239 | 226 | 196 | 68 | 84 | 76 | 38 | 45 |
| 145 | Feather Commander | 21 | 57 | Feather Cap | | 194 | 73 | 74 | 60 | 26 | 42 | 28 | 67 | 36 | 1069 | 213 | 202 | 174 | 62 | 78 | 36 | 75 | 44 |
| 146 | Icarus Commander | 49 | 99 | Feather Cap | | 617 | 178 | 168 | 145 | 54 | 63 | 33 | 34 | 82 | 2606 | 398 | 370 | 325 | 123 | 139 | 41 | 42 | 90 |
| 147 | Raven Commander | 50 | 100 | Feather Cap | | 635 | 182 | 172 | 149 | 55 | 64 | 47 | 47 | 56 | 2656 | 402 | 374 | 329 | 125 | 141 | 55 | 55 | 64 |

Birdmen are some of the stronger flying enemies. They have moderately high Hit Points and a decent attack. While the basic troops are a little low in terms of Accuracy, their Squad Leaders raise this. making them well-rounded foes.

The Birdmen's main defining feature is their ability to rise to escape melee attacks, move around your character, then perform a dive attack. During their high-flight time, these enemies cannot be hit by standard attacks; Elwyn and the Minstrel, however, have ranged attacks that can damage them. Thus Elwyn and the Minstrels make wonderful partners against these flying enemies.





Hit-and-run attacks against clusters of these enemies work well to limit these troops effectiveness. Use Link Attacks or high-powered Charges when large numbers of enemies are available to you, then back off to engage the stragglers. Once there are only a few enemies left, use a moderate-powered Charge Attack to hit the individual enemies as they become vulnerable. Basic attacks only prolong the engagement, while the moderate Charge kills the foe outright, before he can rise again.



LIZARDMEN

| | | | | | | | | NO | RN | /A | LN | ON | DE | 1 | | AD | VA | NO | CEI | O | ON | DE | 1 |
|-----|----------------|-----------|-------------|-------------------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|-----|-----|-----|-----|-----|-----|-----|-----|
| | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 148 | Lizardman | 17 | 51 | Lizard Tail | | 187 | 55 | 60 | 43 | 17 | 31 | 51 | 25 | 51 | 1108 | 170 | 170 | 133 | 51 | 65 | 59 | 33 | 59 |
| 149 | Lizard Warrior | 21 | 57 | Lizard Tail | | 231 | 67 | 68 | 51 | 21 | 35 | 78 | 13 | 40 | 1293 | 194 | 194 | 152 | 57 | 71 | 86 | 21 | 48 |
| 150 | Lizard Soldier | 24 | 61 | Lizard Tail | | 264 | 74 | 74 | 57 | 24 | 38 | 40 | 53 | 41 | 1416 | 210 | 210 | 166 | 61 | 75 | 48 | 61 | 49 |
| 151 | Lizard Knight | 43 | 90 | Lizard Tail | | 616 | 138 | 138 | 109 | 43 | 57 | 45 | 16 | 85 | 2618 | 326 | 326 | 259 | 100 | 114 | 53 | 24 | 93 |
| 152 | Alligator Man | 21 | 57 | Dragon Scale | | 236 | 67 | 74 | 54 | 21 | 42 | 52 | 26 | 53 | 1303 | 194 | 202 | 157 | 57 | 78 | 60 | 34 | 61 |
| 153 | Crocodile Man | 25 | 63 | Dragon Scale | | 280 | 76 | 82 | 62 | 25 | 46 | 80 | 14 | - 41 | 1488 | 218 | 226 | 177 | 63 | 84 | 88 | 22 | 49 |
| 154 | Reptilian | 28 | 67 | Dragon Scale | | 313 | 82 | 88 | 66 | 28 | 49 | 42 | 53 | 43 | 1611 | 234 | 242 | 189 | 67 | 88 | 50 | 61 | 51 |

Lizardmen form large groups that clump together. They rely upon their Hit Point Regeneration ability to support them, which is given an additional boost by their Squad Leaders. A second special ability allows them to add Confusion to their attacks, which can make the battle more chaotic.

However, Lizardmen are one of the more enjoyable groups to defeat. Their love of attacking in waves plays right into easy hit-and-run tactics, as you can Charge, retreat, and repeat. This is particularly effective when you take advantage of terrain features like bottlenecks. The Hit Point Regeneration ability is not so effective when they are killed in droves!





The Lizardmen's ability to use Confusion also does not help them. When a character is confused, simply using the analog stick in the opposite direction of your intended destination moves your character there. So it is a simple matter to compensate for the Confusion and keep attacking. Also, the Lizardmen truly prefer to attack over Confuse, so your characters don't have to deal with that status effect very often.

SKELETONS

| | | | | | | | | NC | RN | MA | LI | MO | DE | 3 | - 3 | AD | VA | N | E |) I | MO | DI | 3 |
|-----|----------|-----------|-------------|-------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| # | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 156 | Skeleton | 3 | 33 | Gravity Stone | Bone Mail | 26 | 13 | 15 | 10 | 1 | 1 | 32 | 41 | 40 | 404 | 89 | 79 | 75 | 23 | 37 | 40 | 49 | 48 |
| 157 | Wight | 23 | 60 | Bone Mail | Bone Helm | 184 | 65 | 58 | 55 | 13 | 27 | 78 | 28 | 27 | 1008 | 186 | 165 | 162 | 50 | 64 | 86 | 36 | 35 |
| 158 | Kwanca | 12 | 43 | Bone Mail | Bone Helm | 96 | 36 | 40 | 33 | 2 | 16 | 15 | 84 | 23 | 628 | 125 | 111 | 107 | 33 | 47 | 23 | 92 | 31 |
| 159 | Spartoi | 39 | 84 | Bone Mail | Bone Helm | 384 | 110 | 98 | 96 | 29 | 43 | 21 | 32 | 91 | 1636 | 272 | 242 | 239 | 78 | 92 | 31 | 42 | 95 |

Undead enemies all have the ability to Revive themselves. When they are first defeated, they become a small pile of bones and material. After a certain amount of time, these piles reform into the monster once again. This cycle repeats until they have taken a large amount of damage, which finally causes them to be defeated for good.

Ryuna's Link Attack of Turn Undead is a marvelous, and necessary, tool for permanently defeating Undead enemies. Turn Undead automatically damages all Undead within its range and destroys any piles left behind. For high-level Undead enemies, this Link Attack is the only thing that guarantees victory.





Skeletons are Undead enemies that are melee based and have a high attack. They usually have Demonic Spellcasters as Squad Leaders, and the Skeletons work as a screen to allow the Demonic Spellcasters the opportunity to cast elemental barrages.

For low-level enemies, focus high-powered Charge or Link Attacks at the center of the group, focusing attacks on the Demonic Spellcaster. At this point, the Skeletons fall for the first time against your onslaught. With the Spellcaster defeated, your group can then concentrate on the Skeletons, attacking individuals or small clusters of them as they rise again. This is the best time to use Ryuna's Turn Undead ability.

High-level groups absolutely require Turn Undead and hit-and-run tactics. Keep Ryuna in the back and use Xion to trigger the squad to advance. Whenever possible, retreat so that your enemies are bottlenecked or their movement otherwise limited. Use a highly Charged Thousand Thrust to defeat the first clump and pull Xion ahead, starting the Turn Undead link as Xion moves forward. This permanently destroys each small cluster until Xion is able to directly engage the Demonic Spellcaster. The remaining Skeletons can then be mopped up and eliminated with Turn Undead.

MUMMIES

NORMAL MODE

| | | | | | | | | INC | 1/1 | VIA | _ 1 | VIC | ועו | _ | | AD | Y | 1111 | | 1 | VIC | 101 | |
|-----|--------------|-----------|-------------|-------------------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|------|-----|-----|-----|-----|-----|
| N # | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 160 | Mummy | 5 | 35 | Bandana | Corpse Crown | 45 | 18 | 21 | 15 | 1 | 1 | 32 | 42 | 41 | 504 | 96 | 85 | 81 | 25 | 29 | 40 | 50 | 49 |
| 161 | Ghoul | 16 | 49 | Bandana | Corpse Crown | 144 | 47 | 47 | 42 | 6 | 10 | 76 | 30 | 30 | 857 | 146 | 130 | 126 | 39 | 43 | 84 | 38 | 38 |
| 162 | Ancient Lord | 23 | 60 | Bandana | Corpse Crown | 207 | 65 | 58 | 55 | 13 | 17 | 23 | 88 | 32 | 1134 | 186 | 165 | 162 | 50 | 54 | 31 | 95 | 41 |
| 163 | Underlord | 40 | 85 | Corpse Crown | | 450 | 114 | 101 | 99 | 30 | 34 | 26 | 37 | 92 | 1890 | 276 | 245 | 243 | 80 | 84 | 36 | 48 | 95 |

Like Skeletons, Mummies are Undead enemies that usually have a Demonic Spellcaster as a Squad Leader. They can revive themselves after a certain point, and they have well-balanced combat stats in terms of attack, defense, and magical resistance. In addition, Mummies also use Poison attacks, with a poisonous breath that sickens your characters.

The basic tactics for fighting Mummy groups are identical to those for Skeletons. Ryuna really shines as a partner here, and she is essential for defeating high-level enemies.

Because of the Mummies' Poison ability, have





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ORC FOOT TROOPS

Antidotes on hand. Poison attacks can be rougher on your character's Hit Points than direct attacks, so Antidotes save vital healing items, money, and your characters' lives.

| | | | | | | | | NC | RI | MA | LI | MC | DI | 3 | | AD | VA | N | CEI | D 1 | MO | DI | 3 |
|-----|-----------------|-----------|-------------|-------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| Ŧ | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 164 | Orc - 3rd Class | 3 | 33 | Herb | | 38 | 14 | 18 | 9 | 3 | 10 | 41 | 40 | 32 | 604 | 98 | 98 | 66 | 33 | 47 | 49 | 48 | 40 |
| 165 | Orc - 2nd Class | 13 | 45 | Herb | | 156 | 43 | 52 | 31 | 13 | 27 | 70 | 31 | 22 | 1008 | 146 | 146 | 100 | 45 | 59 | 78 | 39 | 30 |
| 166 | Orc - 1st Class | 25 | 63 | Herb | | 300 | 76 | 76 | 52 | 25 | 39 | 36 | 74 | 25 | 1612 | 218 | 218 | 152 | 63 | 77 | 44 | 82 | 33 |
| 167 | Orc Private | 19 | 54 | Herb | | 228 | 61 | 64 | 42 | 19 | 33 | 34 | 33 | 62 | 1310 | 182 | 182 | 126 | 54 | 68 | 42 | 41 | 70 |
| 168 | Orc Corporal | 6 | 36 | Herb | | 17 | 22 | 36 | 19 | 6 | 23 | 42 | 41 | 33 | 715 | 110 | 118 | 80 | 36 | 57 | 50 | 49 | 41 |
| 169 | Orc Sergeant | 17 | 51 | Herb | | 209 | 55 | 66 | 41 | 17 | 38 | 72 | 32 | 23 | 1219 | 170 | 178 | 123 | 51 | 72 | 80 | 40 | 31 |
| 170 | Orc Master | 29 | 69 | Herb | | 353 | 84 | 90 | 60 | 29 | 50 | 37 | 75 | 27 | 1824 | 242 | 250 | 174 | 69 | 90 | 45 | 83 | 35 |
| 171 | Oro Cunoriar | 23 | 60 | Herb | | 281 | 72 | 78 | 52 | 23 | 44 | 35 | 34 | 64 | 1522 | 206 | 214 | 148 | 60 | 81 | 43 | 42 | 72 |

Orc Foot Troops attack aggressively and without regard for their lives. Fortunately, they are lower level enemies and have low Accuracy, often missing their targets. They have the ability to cast Confusion on your characters, but this Confusion affects them when their Squad Leader is defeated, causing them to scatter aimlessly and fearfully. Until the Squad Leader is defeated, he has the power to Call Allies to him, adding to the ranks of support troops.

For low-level groups, center your attacks on the Squad Leader, taking out that enemy before they can call in more allies. When the Squad Leader is defeated, the rest of the group panics, and you can then Ore
Unknown

Attr MAG IS2

DEF 218

EVA 17 ACC 63

X Fr.44 IV 63 HP 1612
Confuse
Second ranking in the low age of soldiers.



kill them as they flee. If the criterion for mission completion is to Destroy All Leaders, you can also choose to move on to the next engagement and ignore the confused Orcs.

Against high-level group, use flanking or pincer attacks to peel off small clusters of the enemy group and save the Squad Leader for later. It takes some time for the Squad Leader to replenish the force, and during that time you are decreasing the squad numbers. This ensures that the Orcs do not become confused and scatter to the winds, cutting down on the time needed and danger incurred when your group chases after them.



ORC ARCHERS

| | | | | | | | | NO | RN | MA | LI | MO | DI | 3 | | AD | VA | NO | CEI | D 1 | MC | DE | 3 |
|-----|--------------------|-----------|-------------|-------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| # - | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 172 | Orc Warrant | 14 | 46 | Herb | | 154 | 46 | 49 | 29 | 4 | 18 | 45 | 44 | 35 | 954 | 150 | 135 | 90 | 36 | 50 | 53 | 52 | 43 |
| 173 | Orc 2nd Lieutenant | 26 | 64 | Herb | | 286 | 78 | 71 | 46 | 16 | 30 | 75 | 35 | 26 | 1509 | 222 | 200 | 135 | 54 | 68 | 83 | 43 | 34 |
| 174 | Orc Lieutenant | 20 | 55 | Herb | | 220 | 64 | 60 | 38 | 10 | 24 | 34 | 72 | 24 | 1232 | 186 | 168 | 112 | 45 | 59 | 42 | 80 | 32 |
| 175 | Orc Captain | 29 | 69 | Herb | | 319 | 84 | 76 | 50 | 19 | 33 | 37 | 36 | 66 | 1663 | 242 | 218 | 147 | 54 | 68 | 45 | 44 | 74 |

Orc Archers are heavily attack centered and cause Confusion to your group. Their Squad Leaders also have the ability to Call Allies, adding to the numbers that you must fight. After the initial engagement, Orc Archers run away from direct combat and begin ranged combat only, fleeing when your characters approach.

Use your most powerful abilities on the large starting group, with an eye toward defeating the Squad Leader as quickly as possible. Even after the group bolts, follow the Squad Leader and take out that enemy. The last thing that you need when fighting an archer group is to have more archers appear when the Squad Leader calls allies.





With the Squad Leader down, herd the remaining Orc Archers into small groups. Force them against walls or into dead-ends. Use low-level Charges to take out the smaller groups and basic attacks against individuals.

When working with your partner, keep him or her from following an archer into a second group of enemies. Archers love the additional support that more foes provide, and your partner often fails to see this danger. You don't want a fight to happen before you are completely prepared to handle it.

In terms of partners, Elwyn and the Minstrel have several abilities that help them against ranged units. Consider using them against Orc Archers.

ORC SHAMANS

| | | | | | | | | NC | RN | ΛA | LI | MO | DE | 3 | | AD | VA | N | CE | D I | MC | DE | 3 |
|-----|-------------------|-----------|-------------|-------------------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 176 | Orc Major | 18 | 52 | Herb | | 203 | 58 | 62 | 38 | 8 | 29 | 46 | 46 | 36 | 1149 | 157 | 182 | 110 | 42 | 63 | 54 | 54 | 44 |
| 177 | Orc Lt. Colonel | 30 | 70 | Herb | | 335 | 86 | 84 | 54 | 20 | 41 | 76 | 37 | 27 | 1704 | 222 | 254 | 155 | 60 | 81 | 84 | 45 | 35 |
| 178 | Orc Colonel | 24 | 61 | Herb | Telesia | 269 | 74 | 73 | 47 | 14 | 35 | 35 | 74 | 25 | 1426 | 189 | 218 | 133 | 51 | 72 | 43 | 82 | 33 |
| 179 | Orc Vice-General | 33 | 75 | Herb | | 401 | 98 | 89 | 59 | 23 | 44 | 38 | 37 | 66 | 1848 | 240 | 274 | 168 | 65 | 86 | 46 | 45 | 74 |
| 180 | Orc Brigadier | 15 | 48 | Herb | | 165 | 35 | 40 | 48 | 15 | 29 | 85 | 24 | 16 | 1016 | 158 | 111 | 151 | 48 | 62 | 93 | 32 | 24 |
| 181 | Orc Major General | 25 | 63 | Herb | | 275 | 54 | 54 | 71 | 25 | 39 | 29 | 88 | 18 | 1478 | 218 | 153 | 210 | 63 | 77 | 38 | 95 | 26 |
| 182 | Orc Lt. General | 29 | 69 | Herb | | 319 | 59 | 59 | 79 | 29 | 43 | 30 | 29 | 80 | 1663 | 242 | 170 | 233 | 69 | 83 | 38 | 37 | 88 |
| 183 | Orc General | 1 | 37 | Magestone | | 82 | 21 | 33 | 28 | 7 | 25 | 82 | 22 | 13 | 687 | 114 | 88 | 112 | 37 | 58 | 90 | 30 | 21 |
| 184 | Orc Marshal | 20 | 55 | Magestone | | 225 | 51 | 57 | 63 | 20 | 41 | 27 | 86 | 17 | 1242 | 186 | 139 | 183 | 55 | 76 | 35 | 94 | 25 |
| 185 | Orc Commander | 29 | 69 | Magestone | Wizard Scroll | 324 | 63 | 69 | 82 | 29 | 50 | 30 | 29 | 80 | 1673 | 242 | 178 | 238 | 69 | 90 | 38 | 37 | 88 |

Orc Shamans are usually seen as Squad Leaders for other groups. Their abilities are elemental in nature and vary quite a bit depending on the individual.

They are, however, like most casters in that they have a weak defense, which makes them vulnerable to melee attacks.

This makes them prime targets for your initial assault on Orc groups. Center your first high-powered Charge or Link Attack on the Orc Shaman in the center of the group to defeat them quickly. With them taken out early in the fight, they are unable to use any of their elemental abilities!





GOBLINS

| S - 2 | | | | | | | | NO | RI | MA | Ll | MC | DI | Ξ | | AD | VA | N | CE | D | MO | DI | Ξ |
|-------|-----------------|-----------|-------------|----------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| # | NAME | NORMAL LV | ADVANCED LV | (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 186 | Goblin | 7 | 37 | Bomb | | 70 | 30 | 34 | 18 | 7 | 18 | 42 | 42 | 33 | 616 | 136 | 114 | 11 | 37 | 51 | 50 | 50 | 41 |
| 187 | Goblin Butcher | 10 | 40 | Bomb | | 100 | 40 | 46 | 26 | 10 | 24 | 69 | 30 | 21 | 700 | 151 | 126 | 86 | 40 | 54 | 77 | 38 | 29 |
| 188 | Goblin Ripper | 43 | 90 | Bomb | | 560 | 165 | 138 | 97 | 43 | 57 | 39 | 79 | 28 | 2380 | 391 | 326 | 230 | 100 | 114 | 47 | 87 | 36 |
| 189 | Goblin Murderer | 42 | 88 | Bomb | | 540 | 160 | 134 | 93 | 42 | 56 | 39 | 40 | 67 | 2268 | 381 | 318 | 224 | 96 | 110 | 47 | 48 | 75 |
| 190 | Hobgoblin | 11 | 42 | Bomb | | 115 | 44 | 54 | 31 | 11 | 32 | 43 | 44 | 34 | 766 | 160 | 142 | 96 | 42 | 63 | 51 | 52 | 42 |
| 191 | Prince Goblin | 14 | 46 | Bomb | | 145 | 55 | 60 | 36 | 14 | 35 | 70 | 32 | 22 | 878 | 180 | 158 | 108 | 46 | 67 | 78 | 40 | 30 |
| 192 | King Goblin | 47 | 96 | Bomb | | 645 | 184 | 160 | 111 | 47 | 61 | 40 | 79 | 29 | 2726 | 420 | 358 | 252 | 112 | 133 | 48 | 87 | 37 |
| 193 | Kaiser Goblin | 46 | 94 | Bomb | | 625 | 180 | 156 | 108 | 46 | 60 | 40 | 40 | 68 | 2614 | 410 | 350 | 246 | 108 | 129 | 48 | 48 | 76 |

Goblins are one of the lowest-level enemies on the roster. They have a small bonus to attack stats, and their Squad Leaders add to this, with Attack Up All. Their main defense is in numbers, and large groups of Goblins are common.

Fighting against Goblin groups is a good way to practice the techniques needed against high-level melee groups. Practice flanking the group with a melee partner or using some of your support characters special abilities, like Neige's Ice Wall or the Minstrel's Thunder Ring. Because Goblins are not intrinsically dangerous, think of them as an opportunity to discover what you like about each member of your party and your partner's strengths and weaknesses.





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MODICAL MODE

| | | | | | | | | NO | RI | $\mathbf{M}\mathbf{A}$ | LI | MC | DI | | | AD | VA | N | JE. | D I | MC | DI | i |
|-----|------------------|-----------|-------------|-------------------|------------|-----|-----|-----|-----|------------------------|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| F | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 194 | Deviling | 15 | 48 | Seductive Perfume | | 150 | 49 | 56 | 48 | 10 | 29 | 37 | 44 | 44 | 924 | 158 | 158 | 151 | 43 | 62 | 45 | 52 | 52 |
| 195 | Junior Devil | 25 | 63 | Seductive Perfume | | 250 | 76 | 76 | 71 | 20 | 39 | 66 | 34 | 35 | 1344 | 218 | 218 | 210 | 58 | 77 | 74 | 42 | 43 |
| 196 | Adolescent Devil | 42 | 88 | Seductive Perfume | | 540 | 134 | 134 | 129 | 37 | 56 | 30 | 77 | 39 | 2268 | 318 | 318 | 309 | 91 | 110 | 38 | 85 | 47 |
| 197 | Little Devil | 44 | 91 | Seductive Perfume | | 580 | 142 | 142 | 136 | 39 | 58 | 31 | 38 | 68 | 2436 | 330 | 330 | 321 | 97 | 116 | 39 | 46 | 76 |
| 198 | Imp | 19 | 54 | Seductive Perfume | | 195 | 61 | 70 | 61 | 14 | 40 | 38 | 45 | 46 | 1102 | 182 | 190 | 179 | 49 | 75 | 46 | 53 | 54 |
| 199 | Gremlin | 48 | 97 | Seductive Perfume | | 665 | 158 | 164 | 156 | 43 | 69 | 70 | 39 | 40 | 2782 | 354 | 362 | 349 | 109 | 135 | 78 | 47 | 48 |
| 200 | Gargoyle | 46 | 94 | Seductive Perfume | | 625 | 150 | 156 | 148 | 41 | 67 | 31 | 78 | 39 | 2614 | 342 | 350 | 337 | 103 | 129 | 39 | 86 | 47 |
| 201 | Lesser Demon | 30 | 70 | Seductive Perfume | | 305 | 86 | 92 | 84 | 25 | 51 | 28 | 36 | 76 | 1550 | 246 | 254 | 243 | 65 | 91 | 36 | 44 | 84 |

These flying enemies are maneuverable and dangerous. They are found in large groups and become aggressive over distance, moving over terrain to attack your party. Deviling Squad Leaders have the ability to raise the attack power of their squad, with Attack Up All.

Because these groups become aggressive at range, tease them forward and retreat while Charging to an open area. Open areas are your friend, because they help to nullify the maneuverability of these flying units and give you the room you need to combat them. As your enemies form into small clusters,

Devising Unknown

Attr MAG210

DEF 218

EVA 77 ACC 58

X Fr74

IV 63 HP 1314

Flying

A matured Devising, The average human cannot stand gainst it.



unleash your high-powered Charge Attack into the group. At this point, your partner should stay as mobile as possible and continue to support your attacks, and Link Attacks are effective at this time.

Individual enemies are then hunted down and destroyed, leaving your group free to move on to juicier squads.



GOLEMS

| | | | | | | | | NC | RN | ΛA | LI | MO | DE | 3 | | AD | VA | NO | EI | D I | MO | DI | 3 |
|-----|----------------------|-----------|-------------|-------------------|---------------------|------|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| | | 7 | 37 | Mithril | Stone Armor | 133 | 25 | 44 | 21 | 1 | 1 | 39 | 39 | 39 | 1170 | 114 | 148 | 87 | 17 | 31 | 47 | 47 | 47 |
| 202 | Golem Magma Golem | 23 | 60 | Stone Armor | Stone Helm | 437 | 72 | 93 | 55 | 3 | 17 | 85 | 24 | 24 | 2394 | 206 | 267 | 162 | 40 | 54 | 93 | 32 | 32 |
| 203 | Icerock Golem | 24 | 61 | Stone Armor | Stone Helm | 456 | 74 | 96 | 57 | 4 | 18 | 25 | 84 | 25 | 2447 | 210 | 263 | 166 | 41 | 55 | 33 | 92 | 33 |
| 204 | Stone Golem | 33 | 75 | Stone Armor | Stone Helm | 684 | 98 | 127 | 77 | 13 | 27 | 27 | 27 | 87 | 3192 | 266 | 345 | 211 | 55 | 69 | 35 | 35 | 95 |
| 205 | Talos | 26 | 64 | Stone Armor | Stone Helm | 494 | 78 | 101 | 60 | 6 | 20 | 46 | 45 | 45 | 2606 | 222 | 288 | 175 | 44 | 58 | 54 | 53 | 53 |
| 206 | Metal Golem | 52 | 103 | Stone Armor | Stone Helm | 1406 | 174 | 226 | 138 | 32 | 46 | 51 | 50 | 50 | 5905 | 378 | 491 | 301 | 106 | 120 | 59 | 58 | 58 |

Usually found alone or in pairs, Golems should be treated as mini-bosses. With high Hit Points and a high defense, they are tough to bring down. In addition, these elemental foes have such high resistances to their given element that they are almost immune to elemental damage from it.

Golems are monsters that highlight the importance of having mixed elemental attributes within your party and on their weapons. For instance, pairing Neige with an Ice blade-wielding Xion against an Ice Golem would not be a good idea. However, the fight becomes much more doable, even with Neige as a partner, if Xion has a Fire-based blade.





Because of their high Hit Points and defense, use some of the most powerful Charge and Link Attacks against them. Melee partners can join in with their Link Attacks or Single Skills like Rapid Fire. Support characters should be kept out of the way and contribute with other skills, like Ryuna's ability to raise the attack and defense of her partner.

DEMONS

| | | | | | | | | NO | RN | MA | LI | MO | DE | 3 | | AD | VA | NO | CEI | 0 1 | MO | DI | |
|-----------------|---------------|-----------|-------------|-------------------|------------|------|-------|----------|------|------|-----|---------------|-----|------|------|-----|-----|-----|-----|------|-----|-----|-----|
| y | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 208 | Demon | 29 | 69 | Devil's Crown | MOVANCED | 580 | 92 | 92 | 87 | 49 | 63 | 90 | 29 | 20 | 3024 | 508 | 508 | 255 | 89 | 103 | 95 | 39 | 29 |
| Taxable Control | Greater Demon | 37 | 81 | Devil's Crown | | 880 | 125 | 125 | 119 | 57 | 71 | 31 | 90 | 22 | 3752 | 609 | 609 | 308 | 102 | 116 | 41 | 95 | 31 |
| 209 | Archdemon | 48 | 97 | Devil's Crown | | 1320 | 173 | 173 | 167 | 68 | 82 | 33 | 32 | 84 | 5544 | 743 | 743 | 376 | 134 | 148 | 41 | 40 | 92 |
| 0.0000000 | | 50 | 100 | Devil's Crown | | 1400 | 182 | 182 | 175 | 70 | 84 | 93 | 33 | 24 | 5880 | 768 | 768 | 389 | 140 | 154 | 95 | 44 | 35 |
| 211 | Belial | | 105 | Devil's Crown | | 1520 | 195 | 195 | 189 | 73 | 87 | 34 | 93 | 24 | 6440 | 810 | 810 | 411 | 150 | 164 | 45 | 95 | 35 |
| 212 | Beelzebub | 53 | | Devil's Crown | | 1680 | 213 | 213 | 205 | 77 | 91 | 34 | 34 | 85 | 7000 | 852 | 852 | 433 | 160 | 174 | 42 | 42 | 93 |
| 213 | Astarte | 57 | 110 | Devil's Grown | | 1000 | - 510 | - Common | 1000 | 1000 | | Total Control | | 1253 | 700 | | | SUC | - | S.L. | | | |

With high overall stats, especially their magic and attack, Demons have the potential to be dangerous foes. They are able to use a strong melee attack as well as cast powerful elemental spells. Although most often found singly, there are cases, such as the final mission, where large groups of Demons congregate.

Each Demon should be treated as though it is a mini-boss. That means using your most powerful Charge and Link Abilities and Single Skills like Rapid Fire. Use terrain to your advantage as well, keeping Demons at range and moving in after you have fully prepared your high-end attack. As versatile as Demons are, they are slow to react to most attacks.

In large encounters, limit the number of Demons that can come at your party by creating bottlenecks and securing a path of retreat for your characters, particularly vulnerable supporting characters. The use of low-level Charge Attacks, especially by Xion, hits multiple enemies and protects your characters from Demon attacks.



CREEPERS

| | | | and the same of th | - x- | | | | NC | RN | ΛA | LI | MC | DE | 3 | | AD | VA | N | CE | D 1 | MO | DI | Ξ |
|-----|---------------|-----------|--|-------------------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 214 | Creeper | 27 | 66 | Herb | | 270 | 88 | 96 | 62 | 37 | 51 | 49 | 39 | 49 | 1428 | 253 | 276 | 182 | 76 | 90 | 57 | 47 | 57 |
| 215 | Chaos Creeper | 28 | 67 | Herb | | 280 | 90 | 98 | 63 | 38 | 52 | 76 | 26 | 36 | 1456 | 257 | 280 | 184 | 17 | 91 | 84 | 34 | 44 |
| 216 | Abyss Creeper | 29 | 69 | Antidote | | 290 | 92 | 100 | 65 | 39 | 53 | 37 | 66 | 36 | 1512 | 266 | 290 | 191 | 79 | 93 | 45 | 74 | 44 |
| 217 | Hell Creeper | 49 | 99 | Antidote | | 680 | 178 | 194 | 128 | 59 | 73 | 41 | 29 | 79 | 2884 | 398 | 434 | 288 | 128 | 142 | 49 | 37 | 87 |
| 218 | Despair Bug | 31 | 72 | Antidote | | 325 | 99 | 114 | 73 | 41 | 62 | 50 | 40 | 50 | 1606 | 279 | 312 | 206 | 82 | 103 | 58 | 48 | 58 |
| 219 | Crime Bug | 32 | 73 | Antidote | | 345 | 103 | 118 | 76 | 42 | 63 | 77 | 27 | 37 | 1634 | 283 | 317 | 209 | 83 | 104 | 85 | 35 | 45 |
| 220 | Calamity Bug | 33 | 75 | Antidote | | 365 | 107 | 123 | 80 | 43 | 64 | 38 | 66 | 37 | 1690 | 292 | 327 | 216 | 85 | 106 | 46 | 74 | No. |
| 221 | Nemesis Bug | 53 | 105 | Antidote | | 765 | 195 | 219 | 144 | 63 | 84 | 41 | 30 | 80 | 3230 | 424 | 471 | 313 | 140 | 161 | 49 | 38 | 88 |

Creepers are bug-like enemies that prefer large swarming groups. Many of them have nasty special abilities like Poison and Paralysis. The Squad Leaders are slightly more powerful versions of the support troops and give attack bonuses to their underlings.

To their disadvantage, Creepers are not as robust as other monsters and cannot withstand direct assaults. Focus your high-powered Charge or Link Attacks on the center of the group and eliminate large number of them. The remainder of the squad aggressively moves to attack, allowing your party to pull back while Charging and then repeat the process.





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As always, carry a full supply of Antidotes when confronting Poisonous enemies. The Poison that Creepers have is potent stuff that lingers for some time, and there is no reason to make your group suffer through that.

ANGELS

| | | | | | | | | NC | RN | MA | LI | MC | DI | Ξ | | AD | VA | N | CE | D I | MO | DI | 1 |
|-----|--------------|-----------------|-------------|---------------------|---------------------|-----|--------------|-----|-----|-----|--------|-----|-----|-----|------|-----|-----|-------|-----|------|-----|-----|-----|
| | NAME | NORMAL IV | ADVANCED LV | ITEMS | ITEMS (ADVANCED) | НР | ATK | DEF | MAG | 7.0 | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 000 | NAME | 27 | 66 | (NORMAL) Halo | Fire Halo | 275 | 80 | 70 | 79 | 27 | 46 | 85 | 26 | 26 | 1438 | 230 | 192 | 222 | 66 | 92 | 93 | 34 | 34 |
| 222 | Angel | 52 | 103 | Ice Halo | Divine Halo | 745 | 174 | 146 | 171 | 52 | 78 | 30 | 90 | 31 | 3118 | 378 | 256 | 409 | 126 | 152 | 39 | 95 | 41 |
| 223 | Archangel | 44 | 91 | Thunder Halo | Divine Halo | 585 | 142 | 120 | 139 | 44 | 70 | 29 | 29 | 89 | 2446 | 330 | 272 | 321 | 102 | 128 | 38 | 38 | 95 |
| 224 | Principality | Contract of the | 67 | Fire Halo | Divine Halo | 285 | 82 | 72 | 80 | 28 | 54 | 86 | 26 | 26 | 1466 | 234 | 196 | 226 | 67 | 93 | 94 | 34 | 34 |
| 225 | Virtue | 28 | | Halo | Ice Halo | 305 | 86 | 75 | 84 | 30 | 56 | 26 | 87 | 27 | 1550 | 246 | 205 | 238 | 70 | 96 | 34 | 95 | 35 |
| 226 | Dominion | 30 | 70 | Company of the last | Thunder Halo | 295 | TOTAL STREET | 74 | 82 | 29 | 55 | 26 | 26 | 87 | 1522 | 242 | 202 | 233 | 69 | 95 | 34 | 34 | 95 |
| 227 | Seraph | 29 | 69 | Halo | Illunder nato | 233 | 04 | | | | 277.15 | | | | V | | | elli- | | 20-0 | 100 | | |

These flying enemies attack alone or are found as Squad Leaders of groups. Angels have powerful elemental attacks and give bonuses to all monsters within a given area. These bonuses include Hit Point Regeneration and elemental or damage resistances.

Like most flying enemies, Angels prefer ranged combat and retreat when confronted. This allows your group to separate the squad from its leader, leaving the squad more vulnerable. After the support troops are dealt with, the Angel can then be tackled alone.





Treat Angels as though they are mini-bosses. Lure them out into a large open area and use high-powered Charge or Link Attacks against them. Angels are not blessed with high Hit Points, so they are weak in direct combat.



ANCIENT WEAPONS (EYES) ORBS)

| | | | | | | | | NO | RN | ΛA | LI | MO | DE |] | | AD | VA | N | CE | D I | MO | DI | 3 |
|-----|----------------|-----------|-------------|-------------------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| # | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 228 | Torch Eye | 29 | 69 | Tamahagane | | 319 | 84 | 84 | 72 | 29 | 43 | 41 | 42 | 41 | 1663 | 242 | 242 | 212 | 69 | 83 | 49 | 50 | 49 |
| 229 | Warning Eye | 30 | 70 | Tamahagane | | 330 | 86 | 86 | 74 | 30 | 44 | 68 | 29 | 28 | 1694 | 246 | 246 | 216 | 70 | 84 | 76 | 37 | 36 |
| 230 | Assault Eye | 35 | 78 | Tamahagane | | 440 | 106 | 106 | 92 | 35 | 49 | 29 | 69 | 29 | 1940 | 278 | 278 | 245 | 78 | 92 | 37 | 11 | 37 |
| 231 | Strict Eye | 32 | 73 | Tamahagane | | 374 | 94 | 94 | 81 | 32 | 46 | 29 | 29 | 68 | 1786 | 258 | 258 | 227 | 73 | 87 | 37 | 37 | 76 |
| 232 | Ancient Hunter | 33 | 75 | Sight | Hi-Fi Sight | 401 | 98 | 104 | 88 | 33 | 54 | 42 | 42 | 42 | 1858 | 266 | 274 | 239 | 75 | 96 | 50 | 50 | 50 |
| 233 | Red Alert | 34 | 76 | Sight | Hi-Fi Sight | 423 | 102 | 108 | 91 | 34 | 55 | 68 | 30 | 29 | 1888 | 270 | 278 | 243 | 76 | 97 | 76 | 38 | 37 |
| 234 | Judgment | 39 | 84 | Hi-Fi Sight | Super Hi-Fi Sight | 533 | 122 | 128 | 109 | 39 | 60 | 30 | 69 | 30 | 2258 | 302 | 310 | 271 | 88 | 109 | 38 | 77 | 38 |
| 235 | Inspector | 36 | 79 | Sight | Hi-Fi Sight | 467 | 110 | 116 | 99 | 36 | 57 | 30 | 30 | 68 | 1981 | 282 | 290 | 253 | 79 | 100 | 38 | 38 | 76 |

The large groups that these enemies come in are brutal. By themselves, the Eye Ancient Weapons aren't terribly mean; they fall quickly against a solid attack set. However, en masse, they have the ability to Charge and release an elemental attack of great strength with high range. The Squad Leaders give Accuracy Up All to their squad, helping these elemental attacks hit their targets.

Whenever possible, avoid keeping these enemies at range. That favors their use of their Charge ability, which makes them dangerous, and keeps your characters from disrupting their Charge.

Lt 36 |c 37 Instead, wade into the fray, hitting as many enemies as possible with low-powered Charge attacks or even basic attacks. Focus especially on any enemies that you see Charging; this is visually indicated by a glow around the enemy.

Use healing items as early as possible, because these enemies hit hard and quickly. Use healing items that raise a good amount at a time, like the Healing Vials. It is easy to become overwhelmed by the Eye Ancient Weapons, so heal early and often.

ANCIENT WEAPONS (COLOSSUS)

| | | | | | | | | NO | RI | MA | LI | MC | DI | Ξ | | AD | VA | N | CE | D 1 | MO | DI | Ξ |
|-----|------------------|-----------|-------------|-------------------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| FEW | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | ITEMS (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 236 | Colossus S | 33 | 75 | Tamahagane | | 324 | 89 | 98 | 85 | 38 | 47 | 37 | 37 | 37 | 1512 | 240 | 266 | 234 | 80 | 89 | 45 | 45 | 45 |
| 237 | Colossus R | 30 | 70 | Tamahagane | | 270 | 78 | 86 | 74 | 35 | 44 | 63 | 24 | 23 | 1386 | 222 | 246 | 216 | 75 | 84 | 71 | 32 | 31 |
| 238 | Colossus V | 34 | 76 | Tamahagane | | 342 | 92 | 102 | 88 | 39 | 48 | 25 | 63 | 24 | 1538 | 243 | 270 | 238 | 81 | 90 | 33 | 71 | 32 |
| 239 | Colossus X | 36 | 79 | Tamahagane | | 378 | 99 | 110 | 96 | 41 | 50 | 25 | 25 | 63 | 1613 | 254 | 282 | 248 | 84 | 93 | 33 | 33 | 71 |
| 240 | Colossus Brain S | 34 | 76 | Metal Armor | Metal Helm | 347 | 92 | 108 | 91 | 39 | 55 | 38 | 37 | 37 | 1548 | 243 | 278 | 243 | 81 | 97 | 46 | 45 | 45 |
| 241 | Colossus Brain R | 40 | 85 | Metal Armor | Metal Helm | 455 | 114 | 132 | 113 | 45 | 61 | 65 | 25 | 25 | 1900 | 276 | 314 | 275 | 95 | 111 | 73 | 33 | 33 |
| 242 | Colossus Brain V | 36 | 79 | Metal Armor | Metal Helm | 383 | 99 | 116 | 99 | 41 | 57 | 25 | 64 | 24 | 1623 | 254 | 290 | 253 | 84 | 100 | 33 | 72 | 32 |
| 243 | Colossus Brain X | 38 | 82 | Metal Armor | Metal Helm | 419 | 107 | 124 | 106 | 43 | 59 | 25 | 25 | 64 | 1749 | 265 | 302 | 264 | 89 | 105 | 33 | 33 | 72 |

The Colossus Ancient Weapons are flying enemies with balanced stats. They come in large groups and several dangerous special abilities. They fire missiles at range and are sectional. After the body of the Ancient Weapon takes a certain amount of damage, the head splits off and attacks by itself. This part runs into your characters and retreats before your party can engage. Once the head part has taken damage, it self-destructs, injuring any nearby party members.

Because these Ancient Weapons are found in large groups, it's easy to see how these monsters are difficult to fight. The best way is to trigger the group at range, then retreat to a wide open area while Charging your attack. As the group





meets your party, surround and flank the mass of them, pushing them together. At this point, there should be a number of disembodied head pieces. Cluster these together to eliminate them. Individual heads should be winnowed through with basic attacks, or they can be run past and ignored. At this point, they are more of an annoyance than a danger.

Like the Eye Ancient Weapons, it is easy to be overwhelmed by the Colossus Weapons. Use high-level healing items like the Healing Vials, and don't be afraid to use them early and often.

UNDEAD MACHINES

| | | | | | | | | NC | RI | MA | L | MC | DI | E | | AL | VA | N | JE. | U. | MC | וטו | E |
|-----|-----------------|-----------|-------------|-----------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | NAME | NORMAL LV | ADVANCED LV | (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 244 | Brover | 25 | 63 | Bone Mail | Bone Helm | 175 | 76 | 69 | 52 | 20 | 24 | 54 | 45 | 36 | 941 | 218 | 197 | 152 | 58 | 62 | 62 | 53 | 44 |
| 245 | Mecha Skeleton | 32 | 73 | Bone Mail | Bone Helm | 238 | 94 | 85 | 65 | 27 | 31 | 95 | 28 | 18 | 1137 | 258 | 233 | 181 | 68 | 72 | 95 | 40 | 30 |
| 246 | Cyborg Skeleton | 39 | 84 | Bone Mail | Bone Helm | 336 | 122 | 110 | 85 | 34 | 38 | 38 | 88 | 18 | 1431 | 302 | 272 | 212 | 83 | 87 | 47 | 95 | 26 |
| 247 | Iron Skeleton | 40 | 85 | Bone Mail | Bone Armor | 350 | 126 | 114 | 88 | 35 | 39 | 38 | 28 | 79 | 1470 | 306 | 276 | 215 | 85 | 89 | 46 | 36 | 87 |
| 248 | Metalbones | 41 | 87 | Bone Mail | Bone Armor | 364 | 130 | 117 | 91 | 36 | 40 | 58 | 48 | 39 | 1549 | 314 | 283 | 221 | 89 | 93 | 66 | 56 | 47 |
| 257 | Brover mkll | 36 | 79 | Bone Mail | Bone Helm | 420 | 121 | 121 | 96 | 56 | 60 | 57 | 48 | 38 | 1792 | 310 | 310 | 248 | 99 | 103 | 65 | 56 | 46 |
| 258 | Roboskeleton | 41 | 87 | Bone Helm | Bone Armor | 520 | 143 | 143 | 114 | 61 | 65 | 95 | 30 | 20 | 2212 | 345 | 345 | 277 | 114 | 118 | 95 | 42 | 32 |
| 259 | Doom Droid | 43 | 90 | Bone Helm | Bone Armor | 560 | 151 | 151 | 121 | 63 | 67 | 38 | 89 | 19 | 2380 | 358 | 358 | 288 | 120 | 124 | 47 | 95 | 28 |
| 260 | Ironsuit | 44 | 91 | Bone Helm | Bone Armor | 580 | 156 | 156 | 124 | 64 | 68 | 39 | 29 | 79 | 2436 | 363 | 363 | 292 | 122 | 126 | 47 | 37 | 87 |
| 261 | Full Metalbones | 50 | 100 | Bone Helm | Bone Armor | 700 | 182 | 182 | 146 | 70 | 74 | 60 | 50 | 40 | 2940 | 402 | 402 | 324 | 140 | 144 | 68 | 58 | 48 |

The Undead Machines are one of the nastier large groups that Xion and the others face. Like all Undead, they have the ability to Revive themselves, and they are high enough level that Ryuna's Turn Undead Link Ability is a necessity. They can cast Confusion on the party, making it difficult for your group to focus their attacks. These Undead Machines are usually found with high-level Demonic Spellcasters as Squad Leaders, and these fights are some of the hardest in the game.

Drag out individual or small numbers of Undead Machines from the larger group, away from the Demonic Spellcaster. Fortunately, Undead Machines have comparatively low Hit Points for their level. As that occurs, position Ryuna behind Xion and push Xion forward during the Link Attack. As

much as possible, keep Ryuna out of the conflict with group and use the Turn Undead Link Attack with her as the enemies fall.

If surrounded, disrupt the Demonic Spellcaster when they begin casting and use low-level Thousand Thrust to keep the enemies at bay. Remember, only enemies that are permanently defeated (through Turn Undead) return if you are forced to retreat. It is in your best interest to use Turn Undead as much as possible to get rid of them for good.

The Confusion ability the Undead Machines possess makes the fights more difficult, but there's a way combat it. Move your party members using the analog stick in the opposite direction of your intended destination. This moves your characters in the proper manner. Fortunately, Confusion does not last long, so it is only a temporary setback.

BIOMONSTERS

| | | | | | | | | NC | RI | MA | LI | MC | DI | Ε | | AD | VA | N | CE | D I | MC | DI | E |
|-----|----------------|-----------|-------------|-------------------|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|
| # | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt | HP | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| 249 | Biomonster | 29 | 69 | Antidote | | 290 | 84 | 68 | 72 | 29 | 43 | 56 | 56 | 57 | 1512 | 242 | 194 | 212 | 69 | 83 | 64 | 64 | 65 |
| 250 | Biocreature | 31 | 72 | Antidote | | 320 | 90 | 72 | 78 | 31 | 45 | 95 | 37 | 38 | 1596 | 254 | 204 | 223 | 72 | 86 | 95 | 49 | 50 |
| 251 | Bioroid | 34 | 76 | Antidote | | 380 | 102 | 82 | 88 | 34 | 48 | 38 | 95 | 39 | 1708 | 270 | 216 | 238 | 76 | 90 | 50 | 95 | 51 |
| 252 | Biochimera | 50 | 100 | Antidote | | 700 | 166 | 133 | 146 | 50 | 64 | 42 | 43 | 95 | 2940 | 366 | 293 | 324 | 120 | 134 | 54 | 55 | 95 |
| 253 | DNA666 | 33 | 75 | Antidote | Beast God Armor | 365 | 98 | 95 | 88 | 33 | 54 | 57 | 57 | 57 | 1690 | 266 | 221 | 239 | 75 | 96 | 65 | 65 | 65 |
| 254 | Experiment #17 | 35 | 78 | Antidote | Beast God Armor | 405 | 106 | 102 | 95 | 35 | 56 | 95 | 38 | 39 | 1774 | 278 | 231 | 250 | 78 | 99 | 95 | 50 | 51 |
| 255 | Lost Number | 38 | 82 | Antidote | Beast God Armor | 465 | 118 | 113 | 106 | 38 | 59 | 39 | 95 | 40 | 1942 | 294 | 244 | 264 | 84 | 105 | 51 | 95 | 52 |
| 256 | Experiment X | 54 | 106 | Antidote | Beast God Armor | 785 | 182 | 170 | 163 | 54 | 75 | 43 | 44 | 95 | 3286 | 390 | 320 | 351 | 132 | 153 | 55 | 56 | 95 |

Biomonsters have high resistances, are extremely poisonous, and decrease your party's defense. The Squad Leaders increase their group's damage with Attack Up All. With their large groups, Biomonsters are strong enemies.

Hit-and-run tactics work well to combat these foes. Run forward while Charging, hit them hard, then retreat while Charging again; repeat this multiple times until your enemies are defeated. Melee partners can join in the rush, but magically based partners should stay firmly in the back; most magical partners aren't high on defense to begin with, and that weakness combined with Poison is not good for their health.





As you engage the group, peel off layers of the enemies before delving into the center. This keeps your characters from being surrounded and limits the enemy's effectiveness.

As always when fighting Poisonous enemies, stay stocked up on Antidotes to combat this status effect.



ACC 19 EVA 100 IV 79 HP 198 Lightning Attac Trap ACC Up (All)

EVA 84 ACC TO LV 70 HP 169









Introduction













BOSSES

| | | | | | | | • | NO | RN | 1AI | . 1 | иО | DE | | | AD | VA | NC | EI |) N | ON | DE | |
|--------|--------------------|---------------|--------------------------|--|------------|------|-------------------------------|----------|--------------|----------------|-----|-----|---|-----|--------|----------|----------|--------------------|-----|-----|---------|-----|-------|
| | | | | ITEMS | ITEMS | НР | ATK | MARKET I | MAG | DESIGNATION IN | EVA | XFr | Xic | XLt | НР | ATK | DEF | MAG | ACC | EVA | XFr | Xic | XLt |
| + | NAME | NORMAL LV | ADVANCED LV | ITEMS (NORMAL) | (ADVANCED) | | ESCHOOL SECTION AND PROPERTY. | 82 | 54 | 16 | 30 | 49 | 41 | 41 | 8408 | 213 | 210 | 157 | 52 | 66 | 57 | 49 | 49 |
| 262 | General Dresden | 21 | 57 | Dark Matter | | 1501 | 73 | | and the last | 27 | 41 | 55 | 56 | 56 | 7425 | 184 | 200 | 227 | 66 | 80 | 63 | 64 | 64 |
| 263 | Visage#1 | 27 | 66 | Dark Matter | | 1404 | 64 | 78 | 79 | | | 57 | 57 | 58 | 8881 | 216 | 232 | 267 | 76 | 90 | 65 | 65 | 6 |
| 264 | Visage#2 | 34 | 76 | Dark Matter | | 1976 | 82 | 96 | 100 | 34 | 48 | | CONTRACTOR OF THE PARTY OF THE | 44 | 10810 | | 258 | 152 | 69 | 103 | 51 | 60 | 5 |
| | Cheiron | 29 | 69 | Dark Matter | | 2073 | 84 | 98 | 53 | 29 | 63 | 43 | 52 | | 100000 | DENIS DE | 234 | 215 | 63 | 92 | 50 | 50 | 5 |
| 265 | Prince Galahad | 25 | 63 | Dark Matter | | 1137 | 69 | 90 | 74 | 25 | 54 | 42 | 42 | 51 | 6115 | 197 | Series . | THE REAL PROPERTY. | 79 | 98 | 52 | 53 | 6 |
| 266 | | Total Control | 79 | Dark Matter | | 2730 | 110 | 124 | 99 | 36 | 55 | 44 | 45 | 54 | 11648 | | 298 | 253 | | | 80 | 45 | - |
| 267 | Mechanical Emperor | | 85 | Dark Matter | | 3250 | 126 | 140 | 113 | 40 | 54 | 72 | 37 | 36 | 13650 | 306 | 322 | 275 | 90 | 104 | Ditta i | | |
| 268 | Diocles | 40 | M REPORT OF THE PARTY OF | Dark Matter | | 2808 | 122 | 121 | 109 | 47 | 65 | 54 | 45 | 45 | 11957 | 302 | 288 | 271 | 96 | 114 | 62 | 53 | 5 III |
| 269 | Vakka | 39 | 84 | THE RESIDENCE OF THE PARTY OF T | | 2990 | 118 | 132 | 106 | 38 | 52 | 36 | 36 | 72 | 12558 | 294 | 310 | 264 | 84 | 98 | 44 | 44 | |
| 270 | Balarha | 38 | 82 | Dark Matter | | 3744 | A MISSESSE | No. | 88 | 29 | 33 | 45 | 54 | 45 | 15943 | 332 | 378 | 217 | 78 | 82 | 53 | 62 | |
| 271 | Dyne | 39 | 84 | Dark Matter | | | | | | 48 | 52 | 48 | 48 | 48 | 31395 | 294 | 339 | 238 | 94 | 98 | 56 | 56 | |
| 272 | Mother Creeper | 38 | 82 | Dark Matter | | 7475 | | | | | 57 | 49 | | 48 | 30940 | 326 | 407 | 293 | 100 | 114 | 57 | 57 | |
| 273 | Behemoth | 43 | 90 | Dark Matter | | 7280 | RESERVE | N SIRSIN | | 43 | | | | | | | 318 | 271 | 88 | 102 | 44 | 80 | |
| 274 | Byakko | 39 | 84 | Dark Matter | | 3120 | 122 | 136 | 109 | | 53 | | | | | | | 1993 | 72 | 70 | 54 | 46 | Maria |
| 903-00 | Mysterious Youth | 4 | 54 | Dark Matter | | 864 | 61 | 78 | 51 | 37 | 35 | 46 | 38 | | | | | | | 88 | E ESS | 49 | |
| 275 | | 23 | 63 | Dark Matter | | 166 | 4 90 | 104 | 73 | 49 | 47 | 50 | 41 | 49 | 726 | 1 254 | 270 | 200 | 30 | 00 | 30 | | |





his chapter reveals a number of secret items and paths that are meant to be found in *Shining Tears*. These lead to several extra missions and a few treasures that aren't found through normal means during the campaign.

BIRDMAN MATERIAL EXCHANGE

There is a thriving material trade in the Birdmen's Village. When first walking into that area of Shildia, you see a Birdman flying near the main road. Talk to this Birdman and learn about the shortage of Mithril facing the crafters of Shildia.

If you are relatively full on Mithril, this person is a good guy to see, because he trades two of your Mithril pieces for one item of another type. This item varies, which is why

it's sometimes a great deal and other times useless. If you catch the Birdman when he has something that you direly need, it's wonderful!

Return here between battles to see what material the Birdman is currently offering to trade.

A TRIO OF FRIENDS

- Speak to Balbaro in the Birdmen's Village
- Find Marine at the top of the Forest of Spirits Village
- Talk to Lang on the right side of the Dwarven Caverns (at a point of light by a tunnel)
- Return to Balboa for a Kung Fu Jacket



For a few extra items, walk to Birdmen's Village and go all the way around to the northern end of the walkway, then turn right from there. There is a Birdman who traveled the area around Shildia and made some friends among the Elves and Dwarves. Communications being what they are, Balbaro has lost track of Marine (an Elf) and Lang (a Dwarf). He asks that you send his greetings if you should meet these people in your travels.

Once the Forest of Spirits is open to your party, look in the upper boughs of the tree. This leads you on a path that circles around the entire map before leading to the northern end. Marine is up there and gives you a **Panacea** for your effort.

Later, when you wish to find Lang, enter the Dwarven Caverns and follow the lower route toward the right end of the map. A shining point of light near one of the tunnels beckons; try to activate this. Lang comes running, thinking that you plan on grabbing some of his ore, but he is much happier to hear why you are really there. He gives the party a chunk of **Mithril** in return. This is no small thing, considering the shortage of Mithril in the region these days.

Return to Balbaro and let him know that his friends are well. Balbaro is more than pleased and gives the party a final boon of a **Kung Fu Jacket!**

CARD COLLECTING

Giving Cards to Pios allows you to collect and view quite a bit of information about the enemies in Shining Tears. There are 276 unique Cards, and Pios is good enough to reward at several points for turning in these. Note that you are free to return to the collection and take out important Cards if they are needed in battle.

One surprising tidbit is that you are rewarded even for non-unique cards. This makes it much easier to reach the early rewards: the Cosmic Disk, Survival Book, and Soul Scroll. Only the final reward is held in reserve for a full collection. It takes quite some time to reach this; the trick is to complete the Tower of Heaven, grab the Medal of the Heavens, and use that accessory to dramatically improve the Card drop rate.

| QUICKLIST FOR | CARD REWARDS | |
|----------------------|---------------------|-----------------------------------|
| CARD # COLLECTED | REWARD FROM PIOS | EFFECT WHEN EQUIPPED |
| 10 | Cosmic Disk | Adds to Magic Power (MAG +12) |
| 100 | Survival Book | Raises HP, (1 HP/10 Cards) |
| 200 | Soul Scroll | Adds to SP, (1 SP/10 Cards) |
| 276 | Book of Elders | Adds to Attack, Increases With |

REPUTATION

As the warriors of the Heroes' Hearth defend Shildia, so does knowledge of their fine deeds spread to the people. There are several ranks of reputation that follow from this. At the first rank, a Beastman appears just outside the door of the Heroes' Hearth. Talk to him and ask about what the people are saying to hear of the people's fine opinion of you. Beyond that, at each new rank, including the first, your party receives a gift from the citizens of Shildia.



| RANK | GIFT | RECEIVED WHEN |
|----------------------|----------------|-------------------------------------|
| The Greenhorns | None | Bengal First Appear |
| The Dependables | Goddess' Tears | After Winning " The Defiant" |
| Invincible Champions | Samurai Helmet | Shortly After the Forest of Spirits |



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Throughout this guide there is mention of the Advanced Mode. This stage of late gameplay is discussed here at length. Rather than getting a New Game+ type of mode, you receive the ability to do two things after completing the normal campaign. First, you are always free to return to your saved game and play in the Mirror World, the Tower of Heaven, and other such late-game excursions. You are also free to load your saved game in Advanced Mode, which appears the next time you load *Shining Tears* after winning.

This mode keeps your old party at full level and power; you keep everyone's equipment, money, items, and so forth, yet the game restarts. Sound easy? In no way is this a cakewalk even for veteran adventurers, because Advanced Mode offers greatly raised difficulty. Monsters are increased by about 30 levels, and their overall Attack and Defense attributes are improved from Normal Mode.

Playing the game this second time gets characters toward Level 60! Also, there are higher percentages of special helms and armor pieces in this mode, more money dropped by even mundane monsters, and each character can train their skills up to 20, instead of the normal skill cap after 10 ranks.

Even after starting Advanced Mode, you can load your party in Normal Mode and fully function there. This makes it nice to flip back and forth. Gain levels in Advanced Mode, then take on the Tower of Heaven in Normal Mode!

TOWER OF HEAVEN

During the final third of the game in both Normal and Advanced Mode, the Tower of Heaven is unveiled. Though used briefly for a required Campaign Mission, the majority of the Tower of Heaven is opened as an area of optional content. This 60-floor dungeon starts in a mild fashion, with enemies that won't challenge anyone. However, every five or so floors the difficulty of the dungeon escalates. By the 30th floor, the enemies begin to surpass the nastiest foes of Normal Mode. Toward the end, the Tower of Heaven poses as dire a threat as many of the tougher beasts that can be found well into Advanced Mode.

Thus, a sincere run should not even be attempted by anyone shy of Levels 50-60. This includes having a proper fourth-tier weapon, armor with high bonuses, hopefully some of the best properties, and the will to put major time into the challenge.





You can retreat and save throughout the dungeon, but the entire place resets if you try to level in other places in between. That is another reason why it's best to wait on the Tower of Heaven until you have characters that are fully prepared. If you have problems in the floors around the high 30s, have no fear. There are clumps of floors that are especially nasty in the tower, but these clear out before too long. All told, being above Level 50 and having decent equipment is about all that you need (well, and a fair bit of patience).

Like the missions, there are several different types of fights within the Tower of Heaven. Most involve killing all leaders or a specific number of leaders. Toward the higher levels, the groups of enemies become challenging, especially the Undead groups; remember that there is no dishonor in retreating several times even within a single floor. Any items that you leave behind when you retreat will still be there when you come back, and every enemy defeated is one fewer that you must face when you return.

There are also mini-boss fights that require you to defeat specific leaders, marked by a large red dot on the mini-map. These battles are easily defeated by hit-and-run Charge attacks. Because the mini-bosses often have elemental weaknesses (as seen by their color), having a good partner (like Neige against the Fire Dragon), using the proper accessories, or wielding a counter-elemental weapon all make these fights much easier.

Keep in mind that even if Xion is defeated, he can still return to the same floor of the tower. The enemies that are defeated remain vanquished.

There is an added bonus for taking on the Tower of Heaven. The equipment that drops during the latter stages of the dungeon is rare and quite powerful. Getting the materials here to make Mithril Helms and Mithril Armor is almost worth the trip by itself!

For beating the 60th floor and the Dark Dragon, you are able to find the **Medal** of the Heavens. After leaving the Tower of Heaven, travel to Birdmen's Village and search the statue in the upper left. The Medal of the Heavens is used to increase the drop rate of Enemy Cards!



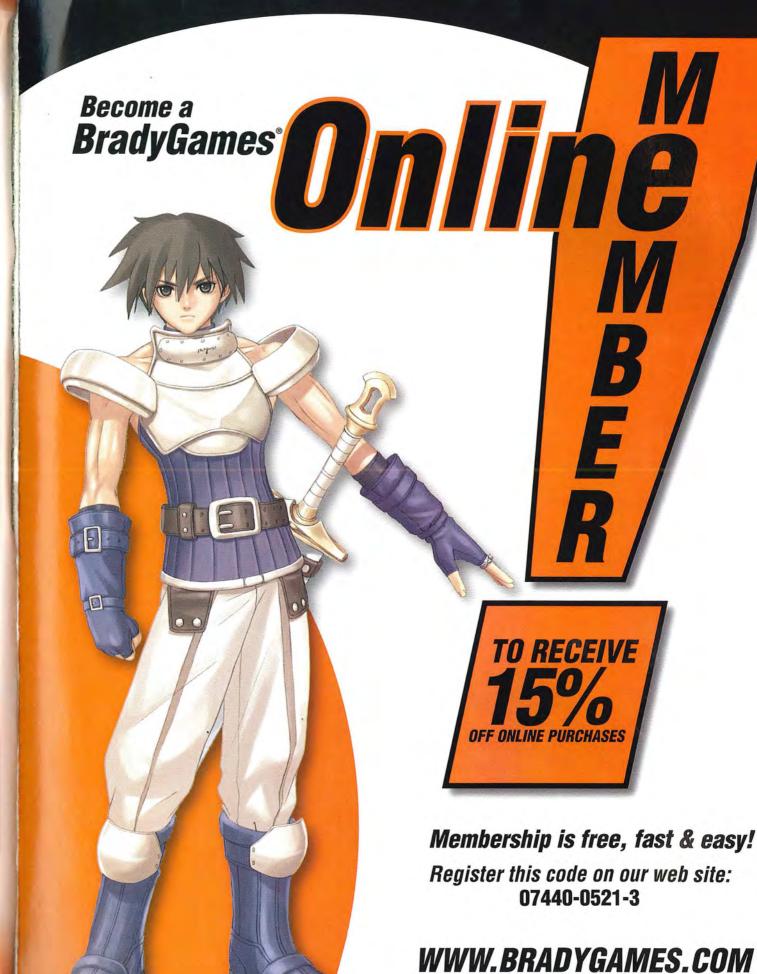
ENDINGS AND RELATIONSHIPS

At the end of the game, you are given an ending between Xion and one of his allies. The person you have the highest reputation with in the group is chosen, and that ending is shown.

If there is any doubt as to which character is in line for this honor, watch for a cutscene toward the later part of the game. Xion focuses his attention on helping one member of the group when they a

ing one member of the group when they are in need, and that is the person you are on track for seeing at the end.

Other indicators of relationships between Xion and his allies include the calls people make when falling in battle; those who are fully loyal to Xion use a different sound when brought down. Also, the singer in Wildcat Lane writes longer songs throughout the game as your relationship improves with that special someone. The farther this song gets, the more your relationship has grown.



TAKE YOUR GAME FURTHER



